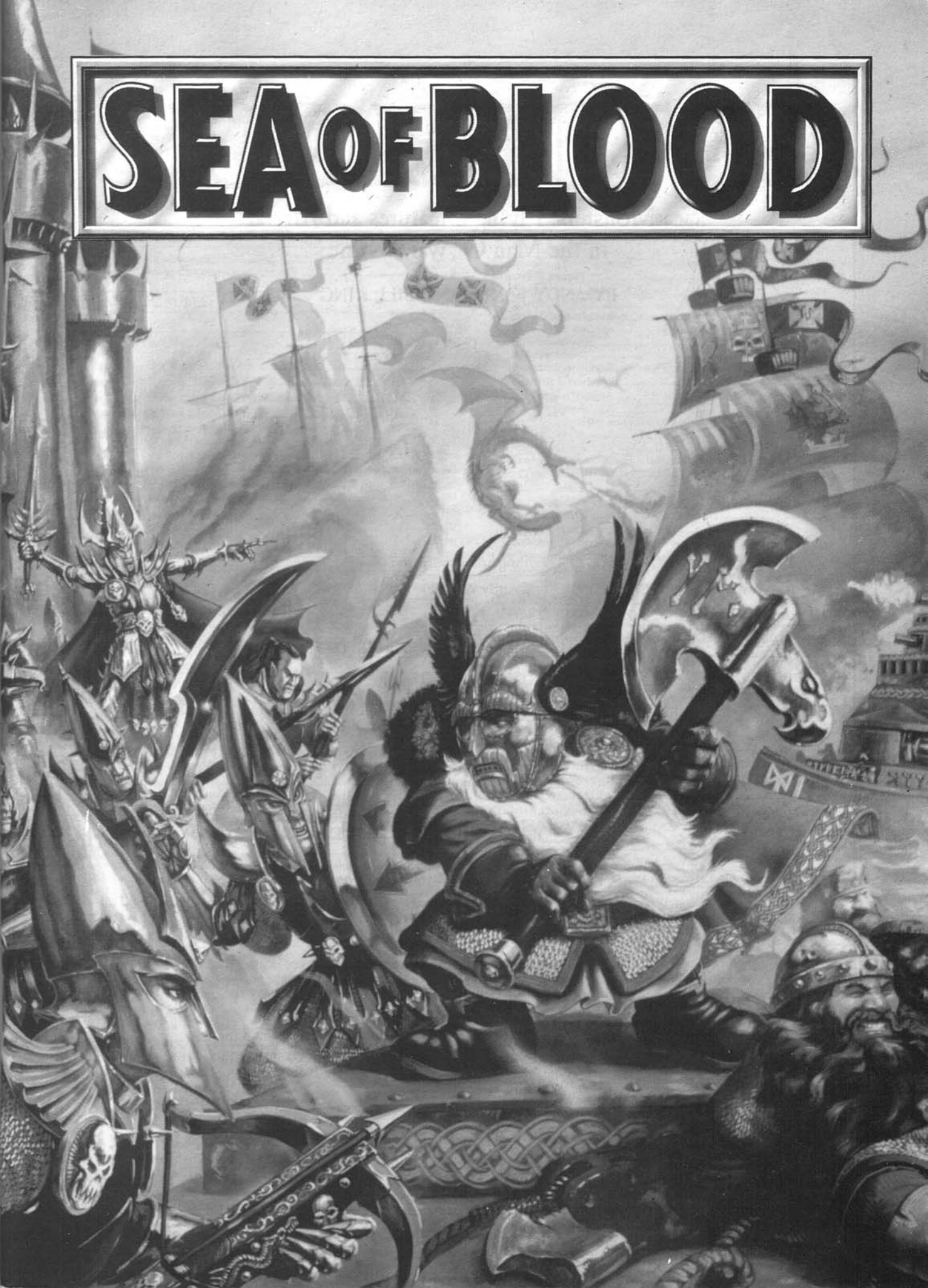
SEA OF BLOOD



SEA OF BLOOD™

Sea Monsters, Flying Creatures and Aircraft in the Man O' War™ Game

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CONTENTS

INTRODUCTION 4

Sea Monsters ... 4
Flying Creatures and Aircraft ... 5

BASIC RULES 6

SEA MONSTERS 7

Buying Sea Monsters ... 7
Deploying Sea Monsters ... 7
Summoning Sea Monsters ... 7
Using Sea Monsters ... 8
Moving Sea Monsters ... 8
Sea Monsters' Attacks ... 8
Combat Against Sea Monsters ... 9
Behemoth ... 10
Special Attack ... 10
Black Leviathan ... 10
Special Attack ... 10
Gargantuan ... 10
Special Attack ... 10
Boarding Actions ... 10
Kraken ... 11
Special Attack ... 11
Megaladon ... 11
Special Attack ... 11
Promethean ... 12
Special Attack ... 12
Sea Dragon ... 12
Special Attack ... 12
Sea Elemental ... 12
Special Attack ... 12
Triton ... 12
Special Attack ... 13
Using Triton with Different Races ... 13
Magic ... 13
Controlling Other Sea Monsters ... 13

AIRPOWER 14

Airborne Warfare ... 14
Flyer Fleet List ... 14
Choosing Flyers ... 15
Setting Up Flyers ... 15
Using Flyers ... 15
Flyer's Characteristics ... 15
Move Rate ... 15
Special Attacks ... 16
Profile ... 16
Wounds ... 16
Using Flyers ... 16
Movement ... 17
Anti-flyer Attacks ... 17
Special Attacks ... 17
Boarding Actions ... 17
Attacking Flyers ... 18
Magic and Flyers ... 18
Bretonnian Pegasus Riders ... 18
Special Attack ... 18
Boarding Actions and Close Combat ... 19
Chaos Dwarf Great Taurus ... 19
Special Attack ... 19
Boarding Actions and Close Combat ... 19
Dark Elf Manticore Lord ... 20
Special Attack ... 20
Boarding Actions and Close Combat ... 20
Dwarf Aircraft ... 21
Dwarf Gyrocopter ... 21
Special Attack ... 21
Boarding Actions and Close Combat ... 21
Dwarf War Balloon ... 22
Movement ... 22
Special Attack ... 22
Boarding Actions and Close Combat ... 23
Elf Flying Creatures ... 23
Elf Dragon Riders ... 23
Special Attack ... 23
Boarding Actions and Close Combat ... 23
Elf War Eagle ... 24
Special Attack ... 24
Boarding Actions and Close Combat ... 24
Imperial Griffon Rider ... 24
Special Attack ... 25
Boarding Actions and Close Combat ... 25
Lord of Change ... 25
Special Attack ... 26
Boarding Actions and Close Combat ... 26
Orc Wyvern Rider ... 26
Special Attack ... 27
Boarding Actions and Close Combat ... 27

ANTI-FLYER WEAPONS 30

Buying Anti-Flyer Weapons ... 30
Anti-Flyer Weapons ... 31
Using Anti-Flyer Weapons ... 31
Bretonnian Archer Regiment ... 31
Chaos Dwarf Rocket Battery ... 31
Chaos Icon of Power ... 31
Khorne ... 32
Dark Elf Sky Reaper ... 32
Dwarf Gatling Cannon ... 32
Elf Bolt Thrower ... 32
Empire Organ Gun ... 32
Goblin Doomdivers ... 32
Skaven Firethrower ... 32

ADDITIONAL RULES 33

Allies ... 33
Choosing Allies ... 33
Multi-Player Games ... 35
Dwarf Dreadnought ... 37
Dreadnought Rules ... 37
Dwarf Fleet List ... 38
Hell-hammer and Ironfist ... 41
Hell-hammer ... 41
Hell-hammer Rules ... 42
Ironfist ... 44
Ironfist Rules ... 44
Schmidt's Renegades ... 46
Norse Raiders ... 47
Norse Ships ... 47
Longships ... 51
Boarding Actions ... 52
Buying Norse Ships ... 52
Citadel Catalogue Pages ... 53
Playsheets ... 60

INTRODUCTION

Sea of Blood is the second supplement for the Man O' War game, and contains many new counters, templates and cards to expand your games, plus rules for Allies, Dwarf Dreadnoughts, Norse Raiders and Imperial Hell-hammers and Ironfists. Sea of Blood also explores two new exciting aspects of ocean battles – sea monsters and flying creatures and aircraft.

The rules contained in this book are completely compatible with the Man O' War game and its first supplement, Plague Fleet, and add many new tactical and strategic options to explore as your fleets clash in titanic struggles for supremacy of the oceans.

SEA MONSTERS

The seas of the Warhammer World are populated by many fell beasts, from the dreaded Black Leviathan to the legendary Kraken. These great beasts sometimes rise from the blackest depths of the ocean to the surface, attracted by the churning waters of a sea battle. Often the size of the biggest ships, these towering monstrosities come to join the carnage in an orgy of mindless destruction. Their razor sharp fangs slash and bite, and their great jaws cut through flesh, wood and steel with ease. Those sailors unlucky enough to fall overboard are doomed; they are consumed in an instant by these ravening monsters from the deeps.

Such monsters pre-date even the Elves of Ulthuan, coming from an earlier age at the dawn of the world, when they were the only inhabitants. At this time the planet's surface was a vast primordial soup and the whole world was the hunting ground of these immense beasts. Then the first incursions of Chaos swept across the world. New mountains reared out of the sea as the skies turned black as death and searing bolts of lightning arced and twisted through the air.

Promethean

Some of the sea monsters were turned to gibbering piles of twisted flesh, or sucked through the holes that were torn in the fabric of the world, vanishing into the void beyond. Others grew to monstrous proportions as the power of Chaos surged through their veins. The survivors fought continent-shattering battles, ripping each other asunder with talons and teeth, then descended to the deepest waters of the world, to brood and grow over the centuries. These black shadows on the depths of the ocean floor grew still stronger as they lay unknown to the emerging races of the world above.

These fell beasts, old beyond measure, powerful beyond comprehension, can never be tamed or broken to the service of man. Such is their brute strength that they can instantly smash any shackle; not even the Elves of Ulthuan's magic can bind them. Their very existence is regarded by some as the stuff of myths and legends, nothing more than frightening stories to be told around the fire as the winter nights draw in.

But there are those who have seen the vast bulk of the Megaladon, seen its ripping teeth tear ships asunder in an instant, driven by a mindless fury. Some have witnessed Triton himself rising from the waves, his mighty trident held aloft and elemental energy flickering around his ancient bearded head. These people know that the sea contains greater secrets than can be guessed at. They know that there exist immensely powerful creatures whose strengths cannot be harnessed by the arrogant races who claim sovereignty of the waves.

Even so, there are some Wizards and Sorcerers who would try to command such beasts, using powerful magic to bind these fickle creatures for a short time, perhaps long enough to swing the balance in a battle. Even when summoned, these immense ocean denizens are just as likely to wreak havoc upon the Wizard's own vessels; only the most powerful and learned Sorcerers claim that they can summon such monsters from the black deeps of the sea with any sort of control.

The mere sight of one of these immense creatures surfacing to do battle, water streaming off its ancient black hide, its claws and tail threshing the water into foam, is often enough to send the enemy vessels fleeing in terror. It takes a brave captain and a valiant crew to stand firm in the face of these raging monsters and engage them in battle with cannon, sword and catapult. Those who do, and who triumph over these behemoths

of the deep, are proclaimed as great heroes and mighty warriors, renowned for their bravery and unbreakable courage in battle.

Sea of Blood contains all the rules and templates needed for summoning, deploying and using these powerful sea monsters in your games of Man O' War.

FLYING CREATURES AND AIRCRAFT

Dragons swoop over the decks of the enemy Men O' War, breathing all-consuming fire on their enemies. Gyrocopters and War Balloons leave smoky exhaust trails as they punch their way through the clouds, their gatling cannons spitting shells as they desperately fend off ravening War Wyverns and Manticores.

The air fills with the sound of heavily beating wings, as the sun glints off the polished armour of the lance-wielding Pegasus Knights of Bretonnia, duelling with Imperial Griffon Riders for supremacy of the sky. Bolts of magical energy flash and roar, cutting the air with blazing bands of colour, striking the fragile aircraft from the sky before they can swoop down and devastate the vulnerable targets lying below them.

For these Flyers life is fast and dangerous, a knife edge between death or glory as their steeds twist and turn in the skies far above the glittering waves. They must brave a hail of missiles, the hazards of destructive magic and the ever present threat of attack from enemy Flyers in their attempts to break through and destroy the enemy ships. No matter what their race or nation, these individuals are universally recognised as courageous heroes of fearsome repute – foolhardy and reckless, maybe even insane – but mighty heroes nonetheless. They are willing to risk all for the chance of sinking the enemy fleet before it even comes within range of their own ships' guns.

Triton

SEA OF BLOOD CONTENTS LIST

- 1 × Rulebook (you're reading it!)
- 9 × Sea Monster Templates
- 14 × Flying Creature Templates: 1 Dark Elf Manticore Lord, 1 Orc Wyvern Rider, 3 Elf War Eagles, 1 Lord of Change, 1 Chaos Dwarf Taurus Rider, 1 Elf Dragon Rider, 3 Bretonnian Pegasus Riders and 3 Imperial Griffon Riders.
- 6 × Aircraft Templates: 3 Dwarf Gyrocopters and 3 Dwarf War Balloons.
- 18 × Anti-flier Armament Cards: 2 Goblin Doomdivers, 2 Skaven Firethrowers, 2 Bretonnian Archer Regiments, 2 Dark Elf Sky Reavers, 2 Empire Organ Guns, 2 Elf Bolt Throwers, 2 Chaos Dwarf Rockets, 2 Chaos Icons of Power and 2 Dwarf Gatling Cannons.
- 33 × Norse Crew Counters
- 26 × Wound Counters
- 3 × Ironfist Templates
- 46 × Ship Templates: 10 Empire, 7 Bretonnian, 9 Dwarf, 6 Elf, 8 Orc, 4 Norse, 1 Dark Elf and 1 Shorefort.

The thoughts of the men onboard the ships battling it out far below are never far from the swirling battle that is going on above them. If their own Flyers cannot stop the enemy, they will swoop down, wreaking terrible damage with tooth and claw, rocks and bombs, guns and fire.

The Admiral who chooses to ignore the importance of flying creatures and aircraft is a foolish leader, leaving his fleet exposed to attack from above. The crews of his ships must be vigilant, watching the skies with their crossbows and muskets close to hand. All too often they pay the heavy price for their leader's folly, as their ships are ripped asunder by explosives dropped from on high and heavy boulders crash through layer after layer of heavy decking.

Sea of Blood contains rules for many flying creatures and aircraft, including Dragons, Griffons, Pegasus, Wyverns, Manticores, Gyrocopters and War Eagles. Each type of flier has its own special attacks and powers. To ignore them is to place your crews, your vessels and the outcome of the battle in deadly jeopardy, so be vigilant and remember to watch the skies!

Citadel Miniatures

Citadel Miniatures produce a complete range of sea monsters, flying creatures and aircraft to use in your games of Man O' War. They are available from your local Games Workshop store or direct from Games Workshop Mail Order. See White Dwarf magazine for more details.

BASIC RULES

Sea of Blood contains rules and descriptions for many new creatures and war machines to use in your games of Man O' War. Many of them have special rules governing how they move and fight, and it may look as though there is a large amount of new rules to learn. Don't worry. As long as you don't forget the basic game structure of Man O' War as you are reading, everything should slot easily into place.

At first glance the creatures and machines described in Sea of Blood seem very different to ships. Although this is true, and the rules introduce exciting new dimensions to your games, every new creature or machine – in one way or another – conforms to the following pattern:

1) It has a move rate, measured in inches. It may or may not use the turning template to turn.
2) It has a 'to hit profile'. This is very similar to a ship's target template, and shows the number you need to roll to hit the creature.
3) It has a number of hits or wounds. As these are knocked off, the performance of the creature or machine will change (usually for the worse!)
4) It probably has a saving throw.
6) It probably has some form of special attack.

As you can see, these are very close to a normal ship's features. In the same way, when using one of the sea monsters, aircraft or flying creatures covered in Sea of Blood, it fits into the normal turn sequence as follows.

1) It may cast any magic it has.
2) It may move.
3) It may use its special attack (a sea monster's, aircraft's or flying creature's equivalent of firing cannons).
4) It may engage in a boarding action.

In most cases they are treated just like ships, and are selected for movement and combat in the same way.

Special Attacks and Boarding Actions

It is important to keep clear in your mind the distinction between a special attack and a boarding action. When one of your ships attacks an enemy, it is easy to separate the firing of its cannons from the boarding action that follows: the former involves firing cannon balls into the enemy's hull, while the latter is when you send dozens of warriors over to the enemy ship to capture it.

With sea monsters, flying creatures and aircraft, the distinction between a special attack and a boarding action is just as clear, although slightly less obvious. When a sea monster, flying creature or aircraft moves into contact with an enemy ship, it may make a special attack if it has one; this replaces cannon fire and is resolved first. This represents the sea monster, aircraft or flying creature tearing at the target ship itself.

Once the result of this special attack is determined, you may engage the target in a boarding action. If you decide to initiate a boarding action, this is fought just as in Man O' War. This represents the sea monster, aircraft or flying creature attacking the target ship's crew

The exact rules for both special attacks and monster's and aircraft's boarding actions are covered in more detail later. For now, all you have to do is remember that the new rules in this book sit within the framework you already know from Man O' War.

It had never been more than a desperate gambit. The Imperial trade fleet had been battered by storms off Sartosa for two days, and the ragged survivors had been split up across many leagues of ocean. Small groups of ships had been forced to seek safety where they could, many falling prey to the Pirates and Orcs of the Black Gulf.

Albrecht Gestadt, commanding the Greatship Pride Of Nuln, had found himself the sole protector of no less than seven heavily laden merchant ships when the storms abated – an attractive target for the cut-throats of the area.

Heading for the safety of Barak Varr was their only hope, and they had made good speed over the last few days, encountering nothing more than a small Orc vessel that had quickly paddled away from the Greatship as soon as it saw them. Since then, Gestadt had been aware of smoke and sails on the horizon, and knew that the jaws of a trap were closing on them. The gulf was already narrowing into a vast river estuary – perhaps five miles wide – with sweeping bends and forest-covered islands to hide enemies from view. Gestadt knew the area, and was well aware that they were less than one day's sail from the great Dwarf Naval base. If they weren't attacked today, they could reach Barak Varr under cover of darkness.

"Where are the cursed river patrols?" he wondered to himself.

"Ships ahead!" The cry went up from the fore lookouts, even as an identical warning came from the lookouts to aft.

"Damnation!" cursed Gestadt, making for the foredeck.

As he reached the prow, he saw the problem for himself. An Orc Hulk, fully the size of the Nuln, had emerged from the cover of a large island. Resembling a floating scrap yard rather than a warship, it was nonetheless an impressive sight, with its huge towers and grappling arms reaching out towards the nearest merchant ships. A breathless messenger informed Gestadt that a similar vessel blocked their way from the rear.

"Make for the open waters mid-river and get the merchant ships clear. Let them flee for Barak Varr as best they can, while we deal with these monstrosities. Send the signals. Get Varga immediately. Ready the guns. Prepare for boarding."

Gestadt's orders were rattled out at speed, and his well-drilled crew responded with the precision he expected of them. As the merchant ships made for the freedom of the more open waters, the Nuln began turning about to place her broadside guns where they could be brought to bear on both the approaching Hulks. Gestadt ruefully noticed that behind the Hulks followed a hotch-potch of smaller Orc vessels – the Bigchukkas and Drillakillas.

SEA MONSTERS

It is said that the true kings of the sea are creatures of such awesome power that to speak their names is to invite destruction upon your fleet. Tales are whispered of great Leviathans from the blackest, coldest depths and immense Kraken who swallow ships whole. These, and other creatures like them, are the sea monsters of the Warhammer World.

In his misguided arrogance the puny race of man claims sovereignty over the lands and seas of the Known World. On land his kingdoms stretch far and such a claim is not perhaps so wild – the Empire and Bretonnia are undeniably amongst the strongest powers in the world. But their dominance is frail, for they have not yet begun to feel the true strength of Chaos, and there are many other races vying for supremacy in the endless bitter wars which rage across the continents.

At sea, on the other hand, man's claim to ownership is at best doubtful. There are many races whose seafaring skills easily match those of the best human sailors and could lay equal claim to ownership of the oceans. But even these races are overshadowed by the creatures of the deep. Rarely are such beasts sighted, though the Dark Elves are thought to have entered into hellish and obscene pacts with some of their number.

There are Wizards who have studied the lore of these creatures, and who claim to have some knowledge of summoning and binding these great sea-behemoths to their service, but such boasts have rarely been substantiated. There are few living mariners who can recall battles where monsters have been summoned from the deeps and fought with any degree of control. It may be that in their arrogance these spellcasters summon beasts using ancient rituals, but lack the strength to command the creatures they may call.

BUYING SEA MONSTERS

Sea monsters can be used by any race, and are bought in the same manner as ships. Each type of sea monster has a points cost which relates to its efficiency and effectiveness, summarised in the table below. You may never have more sea monsters in your fleet than you have squadrons of Ships of the Line. Do not tell your opponent what you have bought.

Monster	Points Cost (Each)
Behemoth	50
Black Leviathan	100
Gargantuan	75
Kraken	50
Megaladon	50
Promethean	75
Sea Dragon	75
Sea Elemental	100*
Triton	100*

* You may have one Sea Elemental or Triton per 1000 points spent on your fleet.

DEPLOYING SEA MONSTERS

Sea monsters are deployed after terrain has been set up, but before each player's fleet is put on the playing area.

Starting with the player who won the roll to set up first, take it in turns to place one of your sea monster templates face-down on the playing area. Sea monsters do not have to be placed within the deployment area where your ships will be set up, but can be placed anywhere on the table (in the sea of course). When you place your sea monster template on the playing area, make sure that the arrow on the back of it is facing towards you; this makes it easy to tell which are your sea monsters and which belong to your opponent.

Once all the sea monsters have been placed, the fleets are deployed according to the normal rules.

SUMMONING SEA MONSTERS

Although sea monsters are bought as part of your fleet just like any other ship, there is no guarantee they will fight for you. They are foul tempered beasts at the best of times, and the only reason they are likely to remain loyal is that they are bound by some powerful spell or talisman. At the start of the game, they will be in their lairs at the bottom of the ocean and must be summoned.

Kraken

At any point during your Battle Phase, rather than moving a ship or squadron of vessels, you may attempt to summon and fight with any one of your sea monsters.

Summoning a Sea Monster

Nominate the sea monster that you wish to summon and roll a dice. If you have a spellcaster in your fleet you may add his spell casting bonus to the result. If the final total is 4 or more, the sea monster has been successfully summoned and may be placed on the playing area.

For example, you are attempting to summon a Megaladon that belongs to your fleet. You roll a dice and get a 3, normally not enough to summon a sea monster. However, you also have a Wizard Lord aboard your flagship, and may therefore add +1 to the dice roll, giving you a total of 4 – just enough to call the Megaldon to the surface.

If you fail to summon the sea monster, its template remains on the playing area and play passes to your opponent. He may now either move one of his squadrons or atempt to summon one of his own sea monsters, and so on.

Placing a Summoned Sea Monster

If the attempt to summon your sea monster was successful, the model is placed anywhere on the playing area that is covered by its template (the template represents its territorial waters). Its template is then moved to the side of the playing area, with your fleet's ship templates. You can now use the template to keep track of any damage that the sea monster takes.

USING SEA MONSTERS

Once a sea monster has been successfully summoned, it moves and attacks just like an Independent vessel of your fleet.

MOVING SEA MONSTERS

Each sea monster has a move rate printed on its template, given in 'Dice Inches'. At the start of the sea monster's turn, roll the number of dice indicated to determine how far it can move. Sea monsters do not use the turning template and you can change their facing as often as you like. If you get a double when rolling for movement, the sea monster may have gone out of control: look up the double on the following table.

SEA MONSTER REACTION TABLE

1	The sea monster returns to its lair; remove it from play.
2	The sea monster becomes frenzied and moves at full speed towards the nearest friendly vessel and, if it reaches it, attacks it.
3-5	The sea monster remains under control and may be used as normal.
6	The sea monster remains under control and may either move twice or attack twice this turn.

If a sea monster returns to its lair, remove the model from play. Your opponent may now place its template, complete with wound counters, face up anywhere on the playing area, at least 2" from any ship. During the next turn you may attempt to re-summon the sea monster as usual. For each turn the monster remains in its lair you may remove one wound counter from its template.

Diving

At the start of a sea monster's move you may declare that it has spotted its target and has dived just below the surface to avoid any intervening obstacles – place a submerged counter next to the model. While underwater, the sea monster is immune to all attacks.

While underwater, the sea monster must head directly towards the target vessel and attempt to touch it.

SEA MONSTER TEMPLATE

BLACK LEVIATHAN
POINTS VALUE: 100
BATTLE HONOURS: 4
TO HIT
Close Range: 3, 4, 5 or 6
Medium Range: 5 or 6
Long Range: 6
ATTACKS
Makes a 3 dice attack with a -1 save modifier, and always aims low.
If all attacks cause damage, target must make a below the waterline save or take 1 point of below the waterline damage
MOVE: 3 DICE INCHES
SAVE: 4, 5 OR 6
1 NO EFFECT
2 NO EFFECT
3 NO EFFECT
4 NO EFFECT
5 NO EFFECT
6 DEAD

Points Value and Battle Honours

Points Value: how many points you need to spend to have one of these sea monsters in your fleet

Battle Honours: how much it is worth to your opponent if he kills it.

To Hit Profile and Special Attack Summary

Gives the score you need to hit the sea monster at various ranges, plus a summary of the sea monster's special attack which is given in full later in this section.

Move Rate and Saving Throw

The move rate shows how far the sea monster may move per turn. In this case it is 3 Dice Inches, which means that you roll 3 dice and add them together each turn to determine how far the Black Leviathan may move.

The saving throw gives the number you need to roll to prevent an incoming attack from causing a wound.

Wound Track

Used to keep track of how many wounds the sea monster has taken.

However, a sea monster cannot dive and attack in the same turn, so if it does reach the target vessel it cannot attack until next turn.

Whether it reaches the target vessel or not, the sea monster must surface at the start of its next move to check its target's location. It may then make a normal move and attack.

Next turn, it may dive again, and so on.

SEA MONSTERS' ATTACKS

Each turn, a sea monster may make two attacks against any model it is in contact with: a special attack and a boarding action.

Special Attacks

Each type of sea monster has a special attack, the full details of which are on its template. Some special attacks destroy parts of ships while others destroy crew. A sea monster's special attack is made after it has moved, and replaces firing cannons.

A sea monster may attack any vessel it is contact with, whether its target is on the surface or under the water.

Flying creatures and aircraft can only be attacked if they come down to sea level to make an attack. Sea monsters do not get any attack against flying creatures and aircraft high above them as they don't have anti-Flyer weapons.

Boarding Actions

Once a sea monster has completed its special attack, it may engage the target vessel in its equivalent of a boarding action. Note that the following rules apply whether the sea monster or the ship initiated the boarding action.

Boarding actions are fought between the sea monster and any one ship it is contact with; when the boarding action is initiated, turn the sea monster model to face the ship it is fighting. Just as in a normal boarding action, the side that started the boarding action is the attacker, while the other side is the defender.

Roll a dice for the sea monster's attack, adding the number of wounds it has left. Your opponent rolls one dice for the ship's attack, adding the number of crew counters aboard, plus any modifiers for magic, Man O' War cards, cannons, etc.

If the sea monster's total is higher, the ship loses one crew counter as it is devoured by the monster. You may now either press on or retreat. If you break off the attack, the sea monster must move 1" directly away from the ship in any direction and its turn ends.

If the ship's total is higher, the sea monster loses one wound and your opponent can either press on or drive the monster off. If he presses on, the boarding action continues as usual. If he decides to drive the sea monster off, your opponent may move it 1" in any direction.

If the result is a draw, the ship loses one crew company, the sea monster loses one wound, and your opponent chooses whether to drive the sea monster off.

COMBAT AGAINST SEA MONSTERS

Each sea monster can take a certain number of wounds before being killed. In addition, some monsters have a saving throw against incoming attacks to represent their leathery or chitinous hides. The number needed to hit each type of sea monster is written on its template.

Attacks against a sea monster in open waters are made exactly as if they were ships: you roll to see where you hit, you roll damage, and the sea monster makes its saving throws.

Sea Monsters in Combat with Other Vessels

While in contact with a sea monster, a ship may not move, fire at anything other than the sea monster, or engage in boarding actions against other vessels.

Other ships may fire at a sea monster in combat, but may not attempt to board or ram it. When firing into a combat like this, roll a dice: on a result of 3 or less you have targeted the ship rather than the monster. You must now roll your attack as usual against whichever target you have aimed at. Once you have declared the intention to fire into combat, you are committed and *must* make the attack.

If you decide to cast a spell at a sea monster when it is in combat, it will affect both the sea monster and the entangled ship.

Sea Monsters and Defensive Fire

A sea monster may use as many dice as it has wounds for defensive fire against Flyers (see *Defensive Fire* in the *Airpower* section for more details).

Wounding Sea Monsters

Sea monsters have no below the waterline location, and take damage in a different way to ships. If a sea monster fails its saving throw it takes one wound – place a wound counter on the next empty space on its wound track. Once all the spaces on the wound track are filled the sea monster is dead.

Sea monsters never take critical hits and are never set on fire. Any spell or weapon that would set a ship alight or inflict below the waterline damage instead causes that many wounds. Spells that affect crew have no effect on Sea Monsters.

A sea monster that is wounded by an attack from a flying creature or aircraft will dive for a turn – place a submerged counter next to the model.

A sea monster that is rammed gets the saving throw shown on its template. If it fails, it takes the same number of wounds as it would take below the waterline hits.

Wounds can be healed using any spell that heals crew or repairs damage, or by allowing the monster to remain in its lair when it decides to return there (see *Moving Sea Monsters*).

BEHEMOTH

The Behemoth is an immense narwhal-like creature, with a single, huge horn jutting from its blunt snout. Unlike a whale, its mouth is lined with vicious, sword-like teeth, each over six feet in length.

When the Behemoth attacks, it moves at a great speed towards its victim, usually from below, quickly gathering momentum, until it spears it on its great horn, often skewering its prey completely. Once it has captured and impaled its prey, the Behemoth will drag it under the water and carry it off to its lair, where it can feast upon the morsel at leisure.

Points Cost	50
Move Rate	3 dice inches
Wounds	3
To Hit	5 or 6
Saving Throw	6
Battle Honours	2

SPECIAL ATTACK

The Behemoth makes a 1 dice attack to its target's below the waterline hit location. The target must make a below the waterline save at -1 to avoid rolling on the following table.

1-2 The target takes 1 point of below the waterline damage.

3-5 The target takes 2 points of below the waterline damage.

6 Roll a dice: the target takes that many points of below the waterline damage.

Behemoth

BLACK LEVIATHAN

The Black Leviathan is a huge, carnivorous deep-sea fish, with a cavernous mouth full of barbed fangs. It approaches its target swimming low in the water, with little of its vast bulk showing. As it gets close, it rises up from the waves, its mouth agape, and gulps its victim down whole.

Points Cost	100
Move Rate	3 dice inches
Wounds	6
To Hit	6 at long range, 5 or 6 at medium range and 3, 4, 5 or 6 at close range
Saving Throw	4, 5 or 6
Battle Honours	4

SPECIAL ATTACK

The Black Leviathan makes a 3 dice attack that can only be aimed low. The attack has a -1 saving throw modifier. If all three attacks cause damage, the target vessel must also make a below the waterline saving throw or take one point of below the waterline damage.

GARGANTUAN

The Gargantuan is an immense sinuous beast from the depths of the abyss. It resembles a vast serpent, its body reaching a diameter of up to 30 feet and growing to a length of hundreds of feet. Its cruelly fanged mouth is always open; as it swims it swings it head from side to side, searching for prey to satisfy its voracious appetite.

Points Cost	75
Move Rate	2 dice inches
Wounds	4
To Hit	5 or 6
Saving Throw	5 or 6
Battle Honours	3

SPECIAL ATTACK

The Gargantuan's favourite method of attack is to approach its prey from below and wrap its sinuous coils around it. The monster then goes on to crush the life from its hapless victim, while delivering massive electric shocks to it.

The Gargantuan makes a 2 dice attack. If the victim fails either of his saving throws, in addition to taking damage the ship has been grappled. It may no longer move until it either sinks, or the Gargantuan is dead or disengages.

In each subsequent turn, as the coils tighten around the ship, the Gargantuan adds one to the number of dice rolled for its attack.

BOARDING ACTIONS

When making a boarding action against a Gargantuan, the enemy vessel gets a -1 modifier on its roll, due to the dehabilitating effects of the beast's electrical discharge.

A Gargantuan crushes an Imperial Wargalley

KRAKEN

The Kraken is a giant squid-like creature with hundreds of tentacles that end in cruel suckers and vicious barbs. It grabs its prey with these appendages and propels them into its evilly beaked mouth. There are many tales of Kraken emptying ships of crew and leaving them ravaged and drifting with no sails or masts left standing on their destroyed decks.

Points Cost	50
Move Rate	2 dice inches
Wounds	4
To Hit	4, 5 or 6
Saving Throw	5 or 6
Battle Honours	2

SPECIAL ATTACK

The Kraken's special attack is to rend its target with its tentacles and claws. This is a 2 dice attack against the target's crew or the ship – you must declare which before rolling the dice.

Attacking Crew

Roll above the number of below the waterline hits the target currently has to pluck a crew counter from the deck. The below the waterline hits the ship has left represent its current strength, and therefore the ease with which the crew can hide from the attack or are protected by armour plating.

Note that because of their additional armour, Dwarf vessels must already be damaged before their crew can be killed in this manner.

Attacking The Ship

The attack may only be aimed high, and any saving throws get a -1 modifier.

MEGALADON

The Megaladon is a little known species of shark, four or five times as large as its nearest relative. In common with other sharks, it is an efficient and ruthless predator.

Points Cost	50
Move Rate	2 dice inches
Wounds	4
To Hit	4, 5 or 6
Saving Throw	5 or 6
Battle Honours	3

SPECIAL ATTACK

Whenever a Megaladon attacks, roll a dice on the following table.

1. The Megaladon goes completely out of control. The other player may immediately move it up to 6" towards any another vessel. If it makes contact, roll on this table again.
2. The Megaladon becomes surly and intractable, and refuses to attack this turn.
3. The Megaladon attacks a single location of your choice. Your opponent must make a saving throw as normal.
4. The Megaladon attacks two different locations of your choice. Your opponent must make two saving throws, one for each location.
5. The Megaladon attacks a single location of your choice twice. Your opponent must make two saving throws as normal.
6. The Megaladon goes berserk. Roll a dice and add 1 – this is the number of attacks the Megaladon makes. All attacks must be aimed low and have a -1 saving throw modifier.

Roll a second dice after making the attack; on a result of 1 the Megaladon sinks into a digestive torpor and is removed from the game.

Megaladon

PROMETHEAN

The Promethean is large, crab-like creature that is believed to live on the ocean floor, only coming to the surface to feed. Its tough carapace gives it protection from most attacks, while its tremendously powerful pincers can rip apart masts, sails and superstructure.

Points Cost	75
Move Rate	3 dice inches
Wounds	2
To Hit	4, 5 or 6
Saving Throw	4, 5 or 6
Battle Honours	3

SPECIAL ATTACK

The Promethean makes a 4 dice attack that can only be aimed high.

SEA DRAGON

The Sea Dragon is, as its name suggests, a close relative of the Dragons of Ulthuan. Legend has it that in the sundering wars between the Elves and the Dark Elves a Dark Elf Dragon was struck from the sky by a mighty Elf Champion. The Dragon fell to into the sea, where the dark, cooling waters bathed his wounds and provided refuge from the battle. It is said that the Sea Dragons are descended from this beast.

Points Cost	75
Move Rate	2 dice inches
Wounds	4
To Hit	4, 5 or 6
Saving Throw	4, 5 or 6
Battle Honours	3

SPECIAL ATTACK

The Sea Dragon's special attack is its fiery breath, which is a 2 dice attack. Any area hit must make its normal saving roll or be set ablaze.

Sea Dragon

TRITON

Triton is lord of the sea, a wild, powerful demi-god who can control the elements and tame the monsters of the deep. Most of his kind have passed on from the Known World, and Triton himself is perhaps the last to linger on. He is old beyond telling – perhaps as old as the world itself – and has little to do with the affairs of the short lived creatures who traverse the seas in their fragile constructions.

However, certain of these creatures have earned his displeasure and felt his wrath; though slow to anger, once enraged his is the power of the sea itself, smashing to pieces anything that stands against him.

The Elves know something of his heritage, and it is believed that much of their Sea Lore was passed on to them by Triton and his kin many, many centuries ago. Although he recognises and has some respect for Elves, he is largely disinterested in the affairs of Dwarfs and Men. He has no affinity with Orcs, Skaven and the forces of Chaos, and he actively hates the Dark Elves for what they have done to the Sea Dragons and Helldrakes.

Points Cost	100
Move Rate	2 dice inches
Wounds	4
To Hit	4, 5 or 6
Saving Throw	5 or 6
Battle Honours	4

SPECIAL ATTACK

Triton's special attack is to stab and smash his foe with his three pronged trident. Target any one location and roll one dice: if the result is a 3, 4, 5 or 6, the chosen location is hit. Your opponent must make a normal save or suffer two points of damage. If the result is a 1 or 2, the attack misses.

USING TRITON

There may only ever be one Triton in a game. If both players have chosen him, each should roll a dice. He sides with the player with the highest score. The other player must spend the points on other sea monsters, ships or Flyers, a more powerful Wizard, or Man O' War Cards.

Orc, Dark Elf and Chaos Fleets may not buy Triton – he has no time for their petty bickering and evil schemes and will not side with them.

If Triton is fighting against Dark Elves, he may add +1 to his score on the Sea Monster Reaction Table.

MAGIC

At the start of the game, the player controlling Triton takes a spell card from the Man O' War Magic Deck. If you do not like the first spell drawn, you may discard it and take another; the second card must be kept.

In any Magic Phase, after all other magic has been cast, Triton may cast his spell. The spell is automatically successful, the enemy does not get any save, and it cannot be dispelled. One cast, it is discarded.

CONTROLLING OTHER SEA MONSTERS

Triton can control most of the other denizens of the deeps. If there are any other sea monsters on the table, Triton may try to banish them. At the start of your Battle Phase pick any enemy sea monster and roll one dice: if the result is a 5 or 6, the target temporarily returns to its lair and is removed from the table. It may be replaced on the table at the start of the next turn.

SEA ELEMENTAL

Some say that as the ages pass, Triton and his kind slowly become more like the seas they are lord over, turning wilder and less controllable until there is very little to distinguish them from the towering waves and the raging storms of the ocean. The Sea Elementals, living mountains of blue-black water that rear out of the water in the barely recognisable shape of a huge man, are perhaps some stage of this process.

Points Cost	100
Move Rate	3 dice inches
Wounds	3
To Hit	5 or 6
Saving Throw	5 or 6
Battle Honours	4

SPECIAL ATTACK

Sea Elementals are immensely destructive, and have control over the seas that surround them. They can bury their opponents in tidal waves, or summon storms, whirlpools and hurricanes. They often fall upon their victims as a mighty deluge, sweeping them from the decks and sinking their ship.

After it has finished moving, a Sea Elemental may either create a tidal wave or try to change the wind's direction.

Tidal Wave

Choose any single ship within 9" of the Sea Elemental as the target and roll 4 dice. If you roll any double, the target is swamped under tons of water: all fires on it are put out immediately, and it takes a 4 dice attack.

Changing the Wind Direction

Roll a dice: on a result of 5 or 6 you may move the Wind Compass so it is blowing in a direction of your choice.

The Snow Wolf, a Kislevite merchant ship boasting a single row of cannon on either side of her sleek hull, signalled her intent to stand and fight. Despite their predicament, Gestadt grinned.

"Damned fool Kislevites, what do they hope to achieve?"

He knew that the fierce northerners would sell their lives dearly, buying time for the rest of the convoy. He also knew that it still wouldn't be enough. The Orcs easily had enough ships to take on the two fighting ships, and pursue the heavily laden merchant traders. If only the single Orc Hulk to the fore could be dealt with, the fleeing ships would have a chance, and he could concentrate fully on the ships to the rear.

Varga Schezain – Gestadt's war mage – strode towards the Imperial Captain, his Celestial robes flowing sinuously about his body.

"My Lord, how might I aid thee against these foul Daemon hell-spawn?"

Vargas' verbose manner of speech annoyed Gestadt somewhat, but he knew the mage to be an efficient, powerful sorcerer and a loyal Imperial subject.

"A storm, Varga. Lightning and witchfire on the green-skinned scum. Can you call me a storm Daemon to sweep them away?"

"My Lord, I feel that now is the time to summon aid most ancient and terrible. I speak not of storms or lightning, but of something far worse. I cannot - will not – speak of its name, but I have the spell and I know the words of power."

With his speech done, Varga bowed and turned away, descending once more into his chambers below decks.

"Words, only words!" rasped Gestadt through gritted teeth. "I have no time for your riddling, I have a battle to win!"

With that, the cannon roared to port and starboard, the smaller guns of the Snow Wolf joining in the deafening barrage as the ships were engulfed in a thick cloud of gun smoke, swathing the approaching Orc fleet from view. As the clouds cleared, Gestadt saw that two Drillakillas were listing heavily, and the rear Hulk had its Iron Claw grapples blown away. Great holes had been blown in its hull, and its fore battle towers were a ragged ruin. Yet still it came on, the battle cry of the enraged Orcs reaching the ears of the Imperial crew.

To the fore, the other Hulk had fared better, with only a few holes blown in its side. Now it swung across the river, to block the escape of the fleeing ships. The catapults on the Orc vessels answered the Imperial cannons, and the river erupted as huge rocks splashed around the two defiant ships. A massive rock removed the aftcastle of the Snow Wolf, destroying her rudder and steering gear. There could be no hope of her escaping now. The situation looked grim.

Then the waters began to churn around the foremost Hulk, unsettling the great lumbering vessel and swinging it violently from side to side. A great scaly head, atop a thick, muscular neck, emerged from the waters next to it, fully half the size of the Hulk. Water streamed from its jet-black skin, and its tail threshed the water to boiling foam. The beast's head was now level with the Hulk's top-most battle tower, and its beady eyes glinted red with rage. Its cavernous mouth opened to reveal a black void full of razor sharp fangs. The monster swayed slowly from side to side, as though savouring its prey.

Some foolish Orcs started to shoot at the beast with arrows, but they just bounced off its thick hide. With a deafening bellow, the monster lunged forwards with incredible speed and bit the biggest battle tower clean off the Hulk. Again and again the maddened beast struck at the vessel with tooth, tail and claw.

On the Greatship, after an initial awe-struck silence, Gestadt seized the moment.

"A Gargantuan. A Gargantuan of the deeps comes to our aid. Now we can take the green-skins apart with cannon and good Imperial steel!"

Privately Gestadt thanked whatever powers Varga had evoked, as the sailors cheered and turned their full attention to the Orcs approaching from aft.

AIRPOWER

All the military powers of the Known World have recognised the importance of airpower in naval battles; the flying creatures and aircraft used to such devastating effect in land battles have proven just as useful, if not more so, in battles at sea.

Airpower has taken on a much greater significance in a naval context than on land, as it can be used to seek out the enemy fleet and pinpoint their movements. The battleplan of a good Admiral will often depend on such aerial reports, as the information they convey can give him a huge tactical advantage over his enemy.

As well as being useful for reconnaissance, aerial troops are powerful and terrifying opponents in themselves, able to destroy enemy ships with fire, claw and cannons if presented with an opportunity. They can deliver their own crippling attacks long before the opposing fleet can close for battle, leaving it lame and vulnerable as friendly squadrons and Men O' War approach to finish it off.

Crews rightly fear these attacks from above. Apart from the sheer terror caused by a huge monster or machine hurtling out of the sky towards them, an airborne attack can wreak havoc upon even the biggest Man O' War. Woe betide the crew who forget, in the heat of battle, to watch the skies.

AIRBORNE WARFARE

Airborne troops introduce a whole new element to the Man O' War game, and come in two distinct types: flying creatures and aircraft. For clarity's sake, we use the term 'Flyers' in this section to refer to both types of airborne troop; unless stated otherwise, when we say Flyer we mean both flying creatures and aircraft. Similarly, when talking about damage we use the term 'wounds' whether talking about structural damage to aircraft or actually wounding flying creatures.

Flyers in Man O' War vary tremendously, from the steam powered War Balloons and Gyrocopters of the Dwarfs, to the Dragons and War Eagles of the Elves. Each type of Flyer has its own individual character, strengths and weaknesses, so you must plan your strategy carefully before taking to the skies.

In battle, Flyers can be sent to seek out and attack the enemy's ships long before your slower moving surface based vessels are in range. To counter similar attacks from your opponent's Flyers, you can maintain a protective screen of smaller Flyers above your fleet, ready to bring down the enemy before they reach your vulnerable ships.

FLYER FLEET LIST

IMPERIAL

An Imperial Fleet may have one squadron of Griffons for every Ship of the Line squadron.

Cost: 75 points per squadron of 3 Griffons

BRETONNIANS

A Bretonnian Fleet may have one squadron of three Pegasus for every Ship of the Line squadron.

Cost: 75 points per squadron of 3 Pegasus

DWARFS

A Dwarf Fleet may have one squadron of three Gyrocopters for every Ship of the Line squadron.

Cost: 75 points per squadron of 3 Gyrocopters

A Dwarf Fleet may have one squadron of three War Balloons for every Ship of the Line squadron.

Cost: 75 points per squadron of 3 War Balloons

ELVES

An Elf Fleet may have one Dragon Rider for every Ship of the Line squadron.

Cost: 75 points per Dragon Rider

An Elf Fleet may have one squadron of three War Eagles for every Ship of the Line squadron.

Cost: 75 points per squadron of 3 War Eagles

DARK ELVES

A Dark Elf Fleet may have one Manticore Lord for every Ship of the Line squadron.

Cost: 75 points per Manticore Lord

ORCS

An Orc Fleet may have one War Wyvern for every Ship of the Line squadron.

Cost: 50 points per War Wyvern

PLAGUEFLEET

A Plaguefleet may have one Lord of Change for each 1000 points the Plaguefleet is worth.

Cost: 100 points per Lord of Change

TZEENTCH

A Tzeentch Fleet may have one Lord of Change for each 1000 points the fleet is worth.

Cost: 100 points per Lord of Change

CHAOS DWARFS

A Chaos Dwarf Fleet may have one Great Taurus Rider for every Ship of the Line squadron.

Cost: 50 points per Great Taurus Rider

CHOOSING FLYERS

Flyers are bought at the start of the game, at the same time as the rest of your fleet. They can either be bought out of the standard 1000 points available or, if all the players agree, you may allow each fleet an additional 200 or so points a side with which to buy Flyers. This gives you a little extra leeway for buying Flyers without limiting the numbers of other ships in your fleet.

Of course, if you decide that each player gets 1200 points to spend, it is entirely up to each individual whether they buy Flyers with those extra points; they could instead buy extra ships, a higher level Wizard, extra Man O' War cards, and so on.

SETTING UP FLYERS

Flyers are deployed in squadrons or as Independents at the start of the game, along with the rest of the fleet. Like ships, each Flyer has a template that is used to keep track of damage, etc (see the example below).

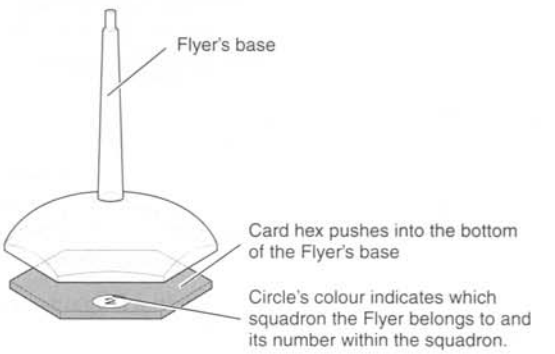
The templates for all the Flyers in your fleet should be placed with your ship templates at the start of the game. Flyers begin the game airborne.

USING FLYERS

Flyers are chosen to move and fire in the Battle Phase just as if they were ships, completing all their actions before play passes to the other player, and so on.

Flyers that are organised in squadrons must stay within 6" of each other to be in formation, just as a squadron of ships must. If any member of a squadron is shot down, the remaining Flyers must 'bunch up' and attempt to regain formation. Any Flyer not in formation at the end of a turn is a straggler and functions just as if it were a straggling ship until it regains formation – it may not attack, moves in the End Phase, and may only defend itself if attacked.

To identify Flyers that are organised in squadrons we have provided numbered hexes that fit into the bottom of the models' bases; these match the numbers on the top-left corner of the Flyers' templates, and are colour coded for each different squadron. Flyer number 1 is always the squadron leader. If he is shot down, leadership of the squadron passes to Flyer number 2.


Flyer's base
Card hex pushes into the bottom of the Flyer's base
Circle's colour indicates which squadron the Flyer belongs to and its number within the squadron.

FLYERS' CHARACTERISTICS

Each Flyer has the following characteristics that determine its effectiveness in combat.

1) MOVE RATE
2) ATTACKS
3) PROFILE
4) WOUNDS

Some of the larger Flyers also have a saving throw, to represent their being tougher than other Flyers.

MOVE RATE

A Flyer's move rate is given in inches, and shows how far it may move in one turn.

FLYER TEMPLATE

Squadron Number

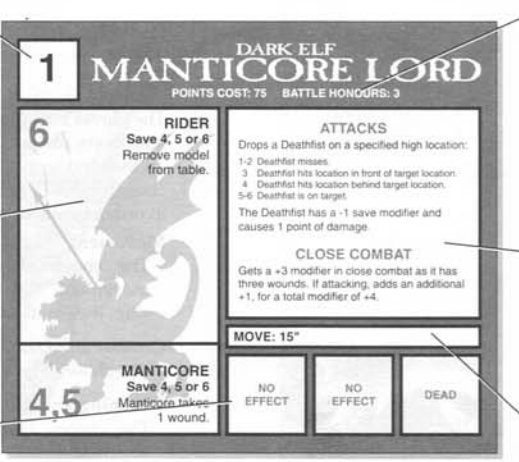
Matches the numbered hex in the Flyer's base and is used to tell the different members of the same squadron apart.

Flyer's Profile

Gives the numbers your opponent needs to roll to hit each location of the Flyer, the saving throw for each location, and the result of any damage to that location.

Wound Track

Used to keep track of how many wounds the Flyer has taken.


1
DARK ELF
MANTICORE LORD
POINTS COST: 75 BATTLE HONOURS: 3
6
RIDER
Save 4, 5 or 6
Remove model from table.
ATTACKS
Drops a Deathfist on a specified high location:
1-2 Deathfist misses
3 Deathfist hits location in front of target location
4 Deathfist hits location behind target location.
5-6 Deathfist is on target.
The Deathfist has a -1 save modifier and causes 1 point of damage
CLOSE COMBAT
Gets a +3 modifier in close combat as it has three wounds. If attacking, adds an additional +1, for a total modifier of +4.
MOVE: 15"
4,5
MANTICORE
Save 4, 5 or 6
Manticore takes 1 wound.
NO EFFECT
NO EFFECT
DEAD

Points Value and Battle Honours

This shows how many points you need to spend to have one of these Flyers (or a squadron if they are organised as such) in your fleet, and how much it is worth to your opponent if he kills it.

Attack Summary

A summary of the Flyer's special attack and close combat attack which are given in full later in this section.

Move Rate

Shows how far the Flyer may move per turn. In this case it is 15".

SPECIAL ATTACKS

Each type of Flyer has its own unique form of special attack, equivalent to a ship's cannonfire. The rules for each Flyer's special attack are given with its description, but can divided into two major types:

1) Missile Attack

Missile attacks cover such things as a breath weapon or gatling cannons. They are made after the Flyer has moved, against a target that the Flyer is in base-to-base contact with. The Flyer must be touching its target as, in comparison with the catapults and cannons aboard a ship, the range of a Flyer's weapon is extremely short.

2) Bombing Attack

A bombing attack is made after the Flyer has moved, against a target that the Flyer is in base-to-base contact with, this showing that it is flying directly overhead. As its name suggests, the attack involves dropping some sort of weapon onto the target ship from above.

A Flyer may only make a special attack against a model it is in base-to-base contact with.

BOARDING ACTION

After making its special attack, a Flyer may engage its opponent in a boarding action. Boarding actions made by Flyers are similar to those in Man O' War – the Flyer gets a dice plus its hits and the target ship gets a dice plus its crew.

Some Flyers get bonuses to boarding action attacks, but usually only if they are attacking; this represents the momentum that the Flyer builds up as it charges in to attack its prey.

A Flyer may only make a special attack against a model that it is in base-to-base contact with.

Chaos Dwarf Great Taurus

PROFILE

Each Flyer's template contains a profile that gives the numbers an opponent needs to roll to hit its different locations. Most Flyers have the following profile:

1, 2 or 3	Misses completely
4 or 5	Hits the creature or aircraft
6	Hits the rider or pilot

A Flyer's profile represents how easy it is to hit, and takes into account such things as how large it is, how fast it is, how agile it is and how easily it can be damaged.

WOUNDS

Each Flyer has a number of wounds that work in exactly the same way as those for Dark Elf Monsters in the Man O' War rulebook and sea monsters in this book. As a Flyer takes wounds, place the relevant number of wound counters in the pale blue boxes on its template. Once all the boxes have been filled, the Flyer is destroyed and is removed from play.

Note that Flyers do not take critical hits if hit in the same location twice; instead they take another wound.

Saving Throws

As a rule, Flyers do not get saving throws, as they are not as tough as the ships below them.

However, some Flyers are more adept at evading incoming fire or just strong enough to withstand cannon fire. Such Flyers do get a saving throw. If a Flyer gets a saving throw, this will be indicated on its template.

USING FLYERS

In the Battle Phase, Flyers take their move and then attack other Flyers and ships, first making a special attack and then a boarding action.

Some Flyers are good at intercepting and attacking other Flyers, but are not so good at attacking ships, while others are vulnerable to attacks from other Flyers, but are able to wreak havoc upon the warships below.

Flyers' actions fit into the turn sequence as follows:

1) **INITIATIVE PHASE**
2) **MAGIC PHASE**
3) **BATTLE PHASE**

   The player may choose a Flyer or squadron of Flyers to take its actions, just as if he were choosing a squadron of ships, an Independent, a Man O' War or a sea monster. All of the chosen model's movement and attacks must be completed in order, before moving on.

   Movement

   The chosen Flyer or squadron of Flyers takes its movement. If it approaches within range of an enemy ship, the enemy ship may use defensive fire against it.

   Combat and Damage

   The chosen Flyer or squadron may make its special attack

   Ramming and Boarding Actions

   The chosen Flyer or squadron may make a boarding action.

4) **END PHASE**

MOVEMENT

A Flyer may move up to its movement rate in inches per turn. A Flyer may turn as many times as you wish, through any angle, without losing any of its movement. Flyers do not use the turning template when moving. Unless stated otherwise, Flyers can fly over any obstacles and are generally not affected by the wind. These rules reflect that even the fastest and most manoeuvrable ships are unwieldy compared to Flyers.

DEFENSIVE FIRE

As a Flyer approaches, its target is allowed to make a single defensive attack, resolved outside the normal turn sequence. This represents its crew firing small arms, such as rifles and pistols, at the Flyer as it approaches.

Defensive fire is made by the target ship as soon as the Flyer moves into contact with it and declares it is about to attack. The effectiveness of defensive fire is determined by how many crew counters the target has.

1) Determine how many crew counters the target currently has and roll that many dice.
2) Compare the results with the Flyer's profile. The Flyer must make a saving throw, if it has one, for each dice that has hit. Each dice that isn't saved causes one wound. If all the Flyer's wounds are gone, it is destroyed. If the Rider or Pilot is killed, the Flyer is removed from play, even if it still has some wounds remaining.
3) If the Flyer survives it may now press home its attack. If the Flyer is shot down, you may try to approach the target with the next Flyer in the squadron if there is one, and so on, until all the Flyers in the squadron have either been shot down or have finished moving.

Heraldic Crest of the Imperial Sea Lords

Dwarf Gyrocopter

Using defensive fire in no way prevents a ship from moving, firing, ramming and boarding if it hasn't already done so. Defensive fire is resolved outside the normal turn sequence and is the only way a ship without special weapons may fire at a Flyer. Likewise, a ship which has already moved may still use its defensive fire.

Note that a ship may not move into contact with a Flyer and attack it in this way; defensive fire can only be used by ships that are being attacked by a Flyer and that the Flyer is in base-to-base contact with.

Dark Elf Monsters

Dark Elf Monsters get a 1 dice defensive fire against Flyers, even though they have no crew to speak of, because all Dark Elf Monsters are equipped with repeater crossbows for protection.

SPECIAL ATTACKS

After it has braved the hail of defensive fire, a Flyer may make a special attack. Each type of Flyer makes a different sort of special attack, the details of which are given under its description later in this section. The Flyer's special attack is its equivalent of cannon fire.

To make a special attack, a Flyer must be in base-to-base contact with its target. If more than one Flyer in a squadron is in base-to-base contact with the target, each Flyer must resolve its attacks separately.

BOARDING ACTIONS

Most Flyers, once they have made a special attack, can close with the target ship and attack the crew in their equivalent of a boarding action. Flyers' boarding actions are made in much the same way as those for Dark Elf Monsters, as given in the Man O' War rulebook.

The following summarises the rules for boarding actions from the Man O' War rulebook, noting the differences where Flyers are involved.

1) Roll a dice and add the number of wounds the Flyer currently has. Your opponent rolls a dice and adds the number of crew counters the target currently has. Your opponent doesn't get any bonus for cannons firing grapeshot, as its cannons cannot target Flyers.

   The player with the highest score wins. The loser takes one wound or loses one crew counter, depending on whether it is the ship or the Flyer. If the result is a draw, the Flyer takes one wound and the ship loses one crew counter.

2) If the target ship wins or draws a round of combat, it may either go on the offensive and attack the Flyer, or its crew may drive the Flyer off and end the boarding action. If your opponent decides to drive the Flyer off, move it 1" away from the ship so that it is no longer in base-to-base contact.

3) The boarding action continues until either the Flyer is dead, all the ship's crew is dead, or the Flyer is driven off.

Note that Flyers do not get a saving throw in boarding actions, even if they have a save printed on their template. A Flyer's saving roll, if it has one, is only effective against anti-Flyer attacks.

ATTACKING FLYERS

Using your Flyers for attacks against other Flyers works in much the same way as attacks against ships.

1) Move the Flyer so that it is in base-to-base contact with the enemy Flyer. If the enemy Flyer has any defensive armament, it may use it for defensive fire as you approach.

2) If you survive, you may make a special attack against the enemy Flyer.

3) You may now make a close combat attack against the enemy Flyer. This is the equivalent of a boarding action. Both players roll a dice, adding their Flyer's current wounds. The highest score wins and the loser takes one wound. In the case of a draw, both Flyers take one wound.

   If the attacker wins the close combat, he may press home the advantage and attack again.

   If the defender wins the round or it is a draw, he may either drive the attacker off or go on the offensive himself. If he decides to drive the attack off, move it 1" away from the enemy Flyer so that they are no longer in base-to-base contact.

MAGIC AND FLYERS

Spells may be cast against Flyers just as if they were ships. Any spells that cause damage, set locations ablaze, or kill crew will cause one wound against the Flyer for each point of damage done.

BRETONNIAN PEGASUS RIDERS

The Bretonnians are an extremely chivalric nation, organised as numerous Knightly Orders commanded by Barons and Lords, each owing ultimate allegiance to the King. Each Order maintains a proud independence, and its retainers and knights emblazon their armour with its heraldic emblems. In battle, their household banners and brightly coloured armour are impressive to behold, as they thunder like an unstoppable human tide towards the enemy on their immense warhorses, smashing into their opponents with a resounding crash.

Similarly, at sea the Bretonnian warfleets – consisting of great Galleons, Corsairs and Buccaneers – bear coloured pennants and flags that stream from their masts, while their vast sails bear the heraldic devices of their Sealords.

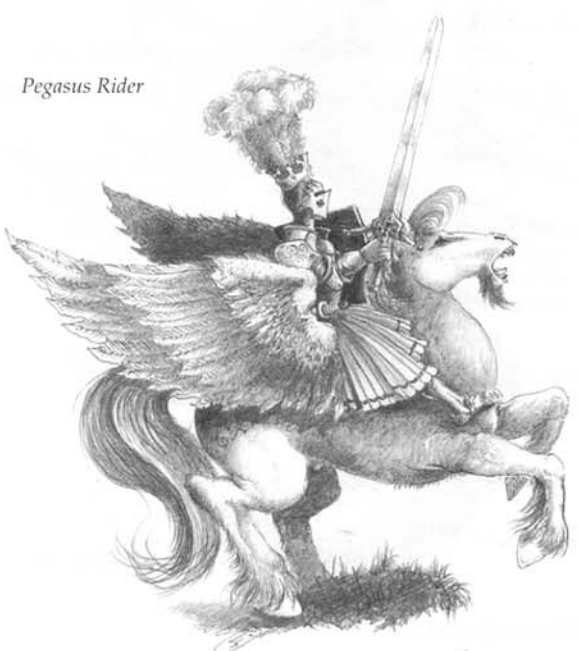
Aware of the dangers posed by attack from the air (and despising their enemies for adopting such underhand tactics) Bretonnian Admirals enlist their best Knights for protection. But these are no ordinary Knights: they are the Bretonnian Pegasus Riders, heavily armoured champions whose mounts are mighty winged horses. Riding aloft on these great beasts, they take the battle to their foes, striking them from the sky with heavy, steel-shod lances or huge swords.

Points Cost	75 per squadron of 3 Pegasus
Move Rate	18"
Wounds	2
Saving Throw	None
Battle Honours	1 each

SPECIAL ATTACK

A Pegasus doesn't have a special attack. Instead, against ships and Flyers it goes straight into a boarding action or close combat. If the target gets to use any defensive fire, this is resolved before the Pegasus's attack.

Pegasus Rider



BOARDING ACTIONS AND CLOSE COMBAT

A Pegasus gets 1 dice +2 in boarding actions and close combat, as it has 2 wounds.

In addition, when it is attacking a Pegasus gets an extra +1 on its dice roll, for a total modifier of +3. This is because the Pegasus's rider is armed with a deadly, wickedly-sharp lance.

Finally, if the boarding action or close combat dice roll is an unmodified 6, the Pegasus automatically inflicts one wound on the target or kills an enemy crew counter, no matter what your opponent rolls. This represents the rider skillfully picking his target point to do the most damage to the target.

BRETONNIAN
PEGASUS RIDER

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

6 **RIDER**
No Save
If Rider is killed, remove model from table.

CLOSE COMBAT
Gets a +2 modifier in close combat as it has two wounds. If attacking, adds an additional +1, for a total modifier of +3.
Additionally, if an unmodified 6 is rolled when making a close combat attack, the enemy automatically loses a wound or crew counter no matter what he rolls.

4,5 **PEGASUS**
No Save
Each hit to this location causes 1 wound. Further hits do not cause criticals.

WOUND TRACK **MOVE: 18"**

NO EFFECT	DEAD

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CHAOS DWARF GREAT TAURUS

High above the Chaos Dwarfs' warfleets fly the dreaded Great Tauruses, massive creatures whose leathery wings carry their vast bulks aloft, each bearing a Chaos Dwarf rider mounted between its muscle-bound shoulders.

The Great Tauruses are creatures of fearsome reputation, and are all but unstoppable in battle as they bite, stomp and gore at their foes. These terrifying beasts run riot through the enemy's fleet, leaving bloody, broken bodies and sinking ships in their wake.

Where the Great Tauruses originate from no-one knows, although it is likely they are the product of some abhorrent experiment by powerful Chaos Dwarf Sorcerers. How they first appeared in the world is largely immaterial – the only important thing to consider is the fervour with which they slaughter and destroy.

Points Cost	50 each
Move Rate	18"
Wounds	3
Saving Throw	Rider: 5 or 6
Battle Honours	2

SPECIAL ATTACK

A Great Taurus's Chaos Dwarf rider is armed with a 1 dice blunderbuss attack that he may fire as he approaches his target.

Against other Flyers, roll to hit as normal; a successful attack causes 1 wound. Against ships, there is no roll to hit; instead, an unmodified roll of 6 removes an enemy crew counter.

Once the Chaos Dwarf has fired his blunderbuss, he may then engage in a boarding action with the target (or a close combat if the target is another Flyer).

In addition, the blunderbuss may also be used as defensive fire against other Flyers who attack the Great Taurus.

BOARDING ACTIONS AND CLOSE COMBAT

A Great Taurus gets 1 dice +3 in boarding actions or close combat, as it has 3 wounds.

CHAOS DWARF
GREAT TAURUS RIDER

POINTS COST: 50 BATTLE HONOURS: 2

6 **RIDER**
Save 5 or 6
If Rider is killed, remove model from table.

ATTACKS
Against other Flyers, makes a 1 dice blunderbuss attack. May use blunderbuss as defensive fire against incoming Flyers.
Against ships, rather than causing damage, roll a dice; on a score of 6 remove 1 crew counter from the target.

CLOSE COMBAT
Gets a +3 modifier in close combat as it has three wounds.

4,5 **GREAT TAURUS**
No Save
Each hit to this location causes 1 wound. Further hits do not cause criticals.

WOUND TRACK **MOVE: 18"**

NO EFFECT	NO EFFECT	DEAD

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DARK ELF MANTICORE LORD

Deep within the Black Arks of the Dark Elves lurk many hideous monsters. Amongst these are the Manticores: vast, hideous bat-winged monsters, with the body of an immense lion, vicious talons and the tail of a giant scorpion. It is rumoured that these flying monsters are distant relatives of the noble Griffons of the Imperial Army, but cruelly twisted and distorted after thousands of years in the service of their dark lords.

The Manticores' riders – the Dark Elf Manticore Lords – are held in high esteem amongst their kin, as the beasts are so vicious and unpredictable that only iron discipline and many years of training allows the strongest of Dark Elf warriors to control them.

In battle, the soul-tearing sound of the screeching of Manticores carries down to the enemy ships as they hover above the seascape. Once the Dark Elf Manticore Lords have selected their targets, the Manticores fold their wings close into their bodies and plummet towards them. At the last second, the Manticore releases a huge, barbed sphere cast of meteoric iron. Known as the Deathfist, this vicious projectile smashes into the target's hull, causing massive amounts of damage.

Points Cost	75 each
Move Rate	15"
Wounds	3
Saving Throw	4, 5 or 6
Battle Honours	3

SPECIAL ATTACK

A Manticore's special attack is to drop a Deathfist on its target. The Deathfist can only be used against targets that are at ground level, not against other Flyers.

Move the Manticore Lord into contact with the target ship. The ship may now use any defensive fire it has against it. If the Manticore Lord survives, nominate the location of the ship you are aiming to drop the Deathfist on. You may only target a high location, unless the target is too small to make the distinction between high and low locations in which case you may target any location.

Once you have nominated the target location, roll a dice on the following table:

1-2 The Deathfist misses and splashes harmlessly into the sea.

3 The Deathfist hits the location immediately in front of the target location. If the target location was the farthest forward part of the ship, the Deathfist splashes harmlessly into the sea.

4 The Deathfist hits the location immediately behind the target location. If the target location was the most rearward part of the ship, the Deathfist splashes harmlessly into the sea.

5-6 The Deathfist is smack on target and hits the nominated location.

The location hit by the Deathfist must make a saving throw with a -1 modifier or take 1 point of damage.

BOARDING ACTIONS AND CLOSE COMBAT

A Manticore Lord gets 1 dice + 3 in boarding actions and close combat, as it has 3 wounds.

In addition, because it has a hideous barbed scorpion tail as well as its rending jaws and claws, a Manticore gets an extra +1 to its dice roll in boarding actions or close combat if it is attacking, for a total modifier of +4.

DARK ELF
MANTICORE LORD
POINTS COST: 75 BATTLE HONOURS: 3

6 RIDER
Save 4, 5 or 6
Remove model from table.

ATTACKS
Drops a Deathfist on a specified high location:
1-2 Deathfist misses.
3 Deathfist hits location in front of target location.
4 Deathfist hits location behind target location.
5-6 Deathfist is on target.
The Deathfist has a -1 save modifier and causes 1 point of damage.

CLOSE COMBAT
Gets a +3 modifier in close combat as it has three wounds. If attacking, adds an additional +1, for a total modifier of +4.

4,5 MANTICORE
Save 4, 5 or 6
Each hit to this location causes 1 wound. Further hits do not cause criticals.

WOUND TRACK
MOVE: 15"

NO EFFECT	NO EFFECT	DEAD

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Dark Elf Manticore Lord

DWARF AIRCRAFT

Dwarfs are naturally inventive, and much taken with machines and technology. The military might of the Dwarfs' fleets is not limited to normal ships like the Dreadnought and Ironclad: they also use the ingenious Nautilus submarine to deliver underwater attacks to the enemy fleet, and steam-powered aircraft to strafe and bomb their opponents from above. Although most Dwarfs are happiest on dry land, there are those who are so inspired by the need to prove Dwarf machines can master all the elements that they are quite prepared to venture below the waves or take to the skies in them.

True to their nature, the Dwarfs now have a well-structured airforce, even though those Dwarfs reckless enough to join up are considered somewhat 'cavalier' by their more stalwart brethren.

DWARF GYROCOPTER

Dwarf Gyrocopters are small, steam-powered aircraft akin to one-man helicopters. They are organised into squadrons of three Gyrocopters, and are flown by the more reckless Dwarf pilots.

Gyrocopters are very manoeuvrable, but are fairly fragile. Their primary use is as interceptors, hovering over the battle and destroying enemy Flyers before they can attack the Dwarf fleet.

Points Cost	75 per squadron of 3 Gyrocopters
Move Rate	18"
Wounds	1
Saving Throw	Gyrocopter : 6; Pilot: None
Battle Honours	1 each

SPECIAL ATTACK

A Gyrocopter's special attack is to move into contact with its target and make a 2 dice attack from its gatling cannons. If its target is a ship, after the Gyrocopter has made its attack it may initiate a boarding action to try and get close enough to make a second special attack.

A Gyrocopter may also use its cannons as defensive fire against incoming Flyers.

BOARDING ACTIONS AND CLOSE COMBAT

A Gyrocopter gets 1 dice + 1 in boarding actions and close combat, as it has 1 wound. Note, however, a Gyrocopter may not initiate a close combat, and may only defend itself if attacked by another Flyer. A Gyrocopter may initiate a boarding action against a ship, and will be subject to the ship defensive fire as it approaches, as normal.

If the Gyrocopter wins a round of combat in a boarding action, it does not cause any damage to the opponent. Instead, it may make another 2 dice attack against the target using its gatling cannons. If the Gyrocopter loses or draws the combat it takes one hit and is destroyed.

DWARF
GYROCOPTER
POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

6 PILOT
No Save
Remove model from table.

ATTACKS
2 dice gatling cannon attack. May also be used for defensive fire against incoming Flyers.

CLOSE COMBAT
+1 modifier in close combat as it has one wound. Even if the Gyrocopter wins, it doesn't cause damage; instead it may make another attack with its cannons.

4,5 GYROCOPTER
Save 6
Remove model from table.

DESTROYED

MOVE: 18"

DAMAGE TRACK

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In close combat, the best a Gyrocopter can do is fend off the attacker; if the Gyrocopter wins a round of the combat it may force its opponent to break of the attack but does not cause any damage to it.

For example; a squadron of Dwarf Gyrocopters attacks a Bretonnian Corsair. The first Gyrocopter moves so that its base touches the Corsair. As it approaches, the Corsair may make a 3 dice anti-Flyer attack, 1 dice for each crew counter on board. The dice come up 1, 3 and 5; the 1 and the 3 miss, but the 5 is a hit. The Gyrocopter has a saving throw of 6, but fails, rolling a 4, and is shot down in flames!

The next Gyrocopter in the squadron then attacks. Again the Corsair gets a 3 dice anti-Flyer attack, scoring 2, 3 and 4; the 2 and 3 miss, the 4 hits. The Gyrocopter rolls a 6 for its save and survives. It now gets to make its special attack, and strafes the Corsair. Aiming low, it rolls 2 dice for its gatling cannons, scoring 2 and 5, hitting the forecastle and gun deck. The Bretonnian player fails his saving throw for the foredeck, but makes it for the gun deck. The foredeck location is destroyed, and a damage marker is placed on it.

The Dwarf player now has the choice of breaking off the attack or engaging the Corsair in a boarding action. He decides to brave the perils of a boarding action. He rolls a 6 and adds +1 for his 1 wound, for a total of 7. The Bretonnian player rolls a 3 and adds +3 for his 3 crew counters, for a total of 6. The Dwarf Gyrocopter wins; however, the Bretonnian player does not lose a crew. Instead, the Gyrocopter may make a second attack with its gatling cannons. This time the Bretonnian player doesn't get an anti-Flyer attack, as the Gyrocopter is already in base-to-base contact with the Corsair. Aiming low again, the Dwarf player gets a 4 and a 6, and hits the Corsair's bow and stern. The Bretonnian player fails the saving throw for the bow and must place a damage marker on that location, but manages the saving throw for the stern.

Feeling lucky, the Dwarf player decides to risk another round of boarding action, to try and bring his gatling cannons to bear for another attack. The Dwarf player rolls a 3, which with his +1 modifier gives him a total of 4.

The Bretonnian player rolls a 5, adds his +3 modifier for a total of 8 and shoots the Gyrocopter out of the sky.

The final Gyrocopter in the squadron comes in to attack. This time, the Bretonnian player rolls a 4, 6 and 6 for his anti-Flyer attack, hitting the pilot twice! As he gets no saving throw he is instantly killed, and the Gyrocopter plummets into the sea.

Perhaps it wasn't such a good idea to attack that undamaged Corsair after all...

DWARF WAR BALLOON

The Dwarf War Balloon is a small, armoured hull or 'gondola' suspended below a huge gasbag filled with hydrogen. Unfortunately, hydrogen is highly inflammable, so – like the Nautilus and the Gyrocopter – a War Balloon tends to be crewed by reckless volunteers.

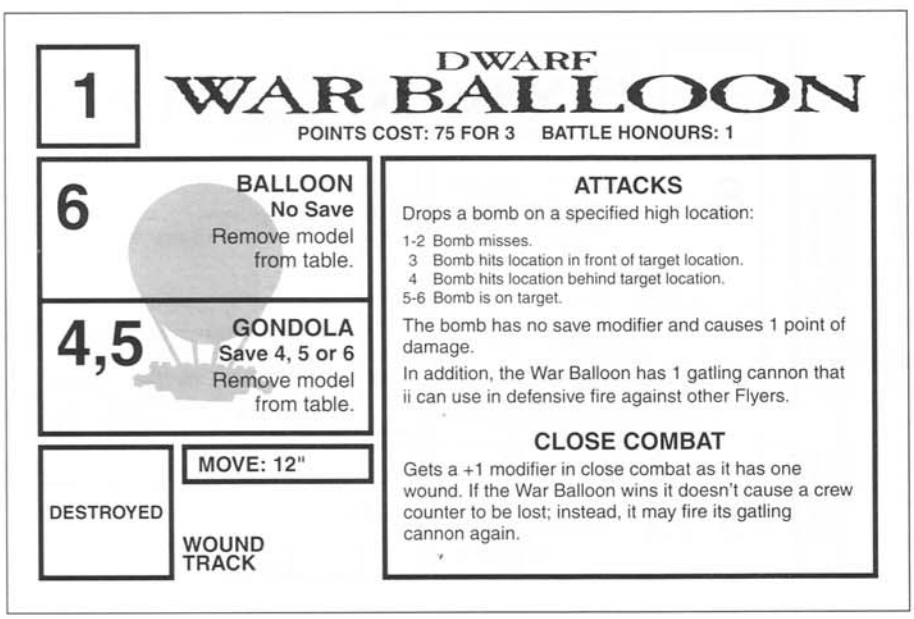
The War Balloon is powered by a steam-driven propeller mounted on the gondola. Smoke is emitted from an exhaust funnel, leaving a smudgy trail behind it. The War Balloon can ascend or descend by altering the amount of gas in the gasbag, and steers by means of rudder flaps. It is capable of moving in any direction except directly into the wind.

Armament is of two types: offensive armament consists of racks of bombs hung under the gondola, while defensive armament consists of turret-mounted gatling cannons.

Points Cost	75 per squadron of 3 War Balloons
Move Rate	12"
Wounds	1
Saving Throw	Gondola: 4, 5 or 6
Battle Honours	1 each

MOVEMENT

Dwarf War Balloons manoeuvre like sailing ships, and use the normal turn template. Like sailing ships, War Balloons cannot move into the wind.


1
DWARF
WAR BALLOON
POINTS COST: 75 FOR 3 BATTLE HONOURS: 1
6
BALLOON
No Save
Remove model from table.
4,5
GONDOLA
Save 4, 5 or 6
Remove model from table.
MOVE: 12"
DESTROYED
WOUND TRACK
ATTACKS
Drops a bomb on a specified high location:
1-2 Bomb misses.
3 Bomb hits location in front of target location.
4 Bomb hits location behind target location.
5-6 Bomb is on target.
The bomb has no save modifier and causes 1 point of damage.
In addition, the War Balloon has 1 gatling cannon that ii can use in defensive fire against other Flyers.
CLOSE COMBAT
Gets a +1 modifier in close combat as it has one wound. If the War Balloon wins it doesn't cause a crew counter to be lost; instead, it may fire its gatling cannon again.

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SPECIAL ATTACK

A War Balloon's special attack is to drop a bomb on its target. Bombs can only be used against targets that are at ground level, not against other Flyers.

First nominate the enemy location that you are aiming at. You may only target a high location, unless the target is too small to make the distinction between high and low locations in which case you may target any location.

Once you have nominated the target location, roll a dice on the following table:

1-2 The bombs miss and splash harmlessly into the sea.

3 The bombs hit the location immediately in front of the target location. If the target location was the farthest forward part of the ship, the bombs splash harmlessly into the sea.

4 The bombs hit the location immediately behind the target location. If the target location was the most rearward part of the ship, the bombs splash harmlessly into the sea.

5-6 The bombs are smack on target and hit the nominated location.

The location hit by the bombs must make a saving throw with a -1 modifier or take 1 point of damage.

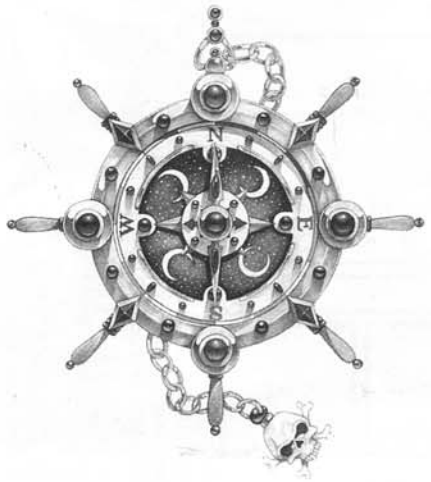
BOARDING ACTIONS AND CLOSE COMBAT

A War Balloon may never close with enemy ships and engage them in boarding actions, as it is too unmanoeuvrable.

In close combat against other Flyers, a War Balloon gets 1 dice + 1, as it has 1 wound; however, a War Balloon may not initiate a close combat, but may only defend itself if attacked. As the enemy approaches, a War Balloon may use its gatling cannons as defensive fire, and then enters close combat. However, once in close combat, the best a War Balloon can do is fend off the attacker. If the War Balloon wins a round of the boarding action it may force its opponent to break off the attack but does not cause any damage to it.

ELF FLYING CREATURES

The Elf Warfleet is a powerful foe; its sleek vessels are more than a match for most other ocean-going warships in speed, manoeuvrability and firepower. Elf sailors are renowned for their battle skills and ferocity, and are rightly feared the world over.



Elf Dragon Rider

Of all the sea-faring nations of the Warhammer World, the Elves are the greatest. Their knowledge of the ocean, and the sea monsters who dwell in the deep cannot be matched by any other race. It is no surprise, then, that the Elves have ruled the waves for centuries.

The strength of their ships is only matched by the flying creatures who support their fleets. For when the Elven warfleets go to battle they are usually accompanied by the Dragon Riders and War Eagles of Ulthuan.

ELF DRAGON RIDERS

The Dragons of Ulthuan are amongst the mightiest and most ancient creatures in the Warhammer World. Sighting one of these beasts is enough to strike terror into the hearts of all but the bravest warriors, and the mere presence of these noble creatures can cause an enemy fleet to flee without a single shot being fired. Elf Dragon Riders operate both from coastal strongholds on Ulthuan itself and the larger strongholds overseas. They fly high above the Elf fleet, ready to intercept enemy Flyers, and are able to attack both airborne and seaborne enemies with their charring breath, hurling great gouts of fire towards their prey.

Points Cost	75
Move Rate	15"
Wounds	4
Saving Throw	4, 5 or 6
Battle Honours	3

SPECIAL ATTACK

A Dragon's special attack is an inflammable liquid that it spits out in a searing stream of super-heated flame. It is a 1 dice attack, and any location hit must make two saving throws or be set ablaze or takes a wound if target is another Flyer.

BOARDING ACTIONS AND CLOSE COMBAT

A Dragon gets 1 dice +4 in boarding actions and close combat, as it has 4 wounds.

ELF WAR EAGLE

To protect their ships from enemy flyers, the Elves also deploy squadrons of giant War Eagles to tear the enemy from the sky. War Eagles also have been known to hurl themselves at enemy ships, plucking hapless sailors from the deck, and ripping sails and rigging apart.

Points Cost	75 per squadron of 3 War Eagles
Move Rate	24"
Wounds	1
Saving Throw	None
Battle Honours	1 each

SPECIAL ATTACK

A War Eagle doesn't have a special attack. Instead, it goes straight into a boarding action or close combat. If the target gets defensive fire against the War Eagle, this is resolved before the War Eagle's attack.

BOARDING ACTIONS AND CLOSE COMBAT

A War Eagle gets 1 dice +1 in boarding actions and close combat, as it has 1 wound.

In addition, if the War Eagle initiates the boarding action or close combat, it gets an extra 1 dice on its roll for the first round of combat, for a total of 2 dice +1. After the first round, it returns to 1 dice +1.

Note that just as in a boarding action, the attacker does not have to carry on, and can break off contact at any time.

ELF
WAR EAGLE

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

6 **RIDER**
No Save
Remove model from table.

CLOSE COMBAT
Gets a +1 modifier in close combat as it has one wound. In the first round of combat, if attacking, adds an additional dice to its roll, for a total modifier of 2 dice +1.

4,5 **EAGLE**
No Save
Remove model from table.

MOVE: 24"

DEAD

WOUND TRACK

IMPERIAL GRIFFON RIDER

Griffons are fierce and noble beasts, and are a fundamental part of the heraldry of the Empire. They are seen as the living embodiment of everything the Empire stands for, and their presence inspires every ship's crew.

Griffons are ferocious beasts, and attack with rending beak and barbed talons. They plummet towards their victim from above, and shred them to pieces in a vicious, lightning-fast attack.

The Griffon Riders are an ancient Order of Knights, who centuries ago brought back the first clutch of six Griffon eggs from the Southlands as a tribute for their Emperor. These six eggs proved to be worth more than a dozen Greatships filled with gold; from them the lineage of all Imperial Griffons can be traced down through the years.

ELF
DRAGON RIDER

POINTS COST: 75 BATTLE HONOURS: 3

6 **RIDER**
Save 4, 5 or 6
If Rider is killed, remove model from table.

ATTACKS
Makes a 1 dice breath weapon attack; any location hit must make two successful saving throws or be set ablaze (or takes a wound if the target is another flyer).

CLOSE COMBAT
Gets a +4 modifier in close combat as it has four wounds.

4,5 **DRAGON**
Save 4, 5 or 6
Each hit to this location causes 1 wound. Further hits do not cause criticals.

MOVE: 15"

WOUND TRACK

NO EFFECT	NO EFFECT	NO EFFECT	DEAD

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As each new Griffon is hatched, the Knights of the Order fight bitter duels – often to the death – for the right to raise it, train it, and ride it into battle against the Emperor's foes. There are always many more eager young Knights than there are young Griffons, and the competition and rivalry to earn the right to ride one is violently fierce.

The lucky few who win know that they will one day take their place in battle as equals to the most famous Lords of the Empire, and possibly fighting alongside the Emperor himself.

Points Cost	75 per squadron of 3 Griffon Riders
Move Rate	18"
Wounds	2
Saving Throw	None
Battle Honours	1 each

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IMPERIAL
GRIFFON RIDER

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

6	**RIDER** **No Save** If Rider is killed, remove model from table.	**CLOSE COMBAT** Gets a +2 modifier in close combat as it has two wounds. If attacking, may re-roll own dice or force opponent to re-roll his.
4,5	**GRIFFON** **No Save** Each hit to this location causes 1 wound. Further hits do not cause criticals.	**WOUND TRACK** — **MOVE: 18"** NO EFFECT | DEAD

SPECIAL ATTACK

A Griffon doesn't have a special attack. Instead, it goes straight into a boarding action or close combat. If the target gets defensive fire, this is resolved before the Griffon's attack.

Emperor Karl Franz riding a Griffon

BOARDING ACTIONS AND CLOSE COMBAT

A Griffon gets 1 dice +2 in boarding actions and close combat, as it has 2 wounds.

In addition, if the Griffon is attacking you may either re-roll the Griffon's attack, or make your opponent re-roll his dice instead. So long as the Griffon wins each round of combat and continues to attack, it may use this special ability once per round.

LORD OF CHANGE

Of all the warfleets in the known world, the Plaguefleets of Chaos are perhaps the most feared. Their presence casts a dark brooding shadow over the water, sowing fear, dissension and doubt amongst their enemies. Feeding off this confusion, the power of the fleet's Chaos Sorcerer grows, allowing him to call upon the powers of the warp to aid him in the coming battle. The forces he is able to unleash are awesome beyond mortal comprehension, although the risks he runs in doing so are great indeed.

The most powerful Chaos Sorcerers have gone far beyond the boundaries of mere spellcasting. They live in a world teetering on the brink of insanity, where the screaming, incomprehensible forces of Chaos merge with the material world. Pacts are made with hideous beings, sealed with the blood and souls of innocents and which can never be broken. In exchange for their humanity, the Chaos Sorcerer gains power and knowledge that drives him further down the dark road to oblivion.

Only the greatest Chaos Sorcerers can withstand the strains of such forbidden knowledge for long, before being ripped and torn asunder by the energies of the warp. Those that have the strength of mind to resist are able to summon the most powerful creatures of Tzeentch: Lords of Change.

A Lord of Change's power is that of pure chaos itself, and little can stand in its way. It descends upon the enemy ships in a roar of flame and a deadly hellstorm of daemonic power. Bolts of energy fly from the Daemon's fingers, and a glowing, multi-coloured aura crackles and spits around it, leaving an acrid smell in the burning air.

Points Cost	100
Move Rate	24"
Wounds	4
Saving Throw	4, 5 or 6
Battle Honours	4

SPECIAL ATTACK

The Lord of Change may draw upon the raw power of the Warp, sucking arcane energies into himself and then directing them towards the Chaos Sorcerer, enabling him to cast more powerful spells. In effect, the Lord of Change is capable of acting like a battery that the Chaos Sorcerer can draw upon at any point during the Magic Phase. When the Chaos Sorcerer tries to use the Lord of Change's power in this way, roll a dice:

1 The Lord of Change is overloaded and is sent back to the Warp.
2 The Lord of Change is overloaded and loses 1 wound.
3 The Chaos Sorcerer receives 1 point of magic power
4 The Chaos Sorcerer receives 2 points of magic power
5 The Chaos Sorcerer receives 3 points of magic power
6 The Chaos Sorcerer receives 4 points of magic power

BOARDING ACTIONS AND CLOSE COMBAT

A Lord of Change gets 1 dice +4 in boarding actions and close combat, as it has 4 wounds.

At the start of the boarding action or close combat, roll 1 dice for each enemy model; on a roll of 1 it is too terrified of the Lord of Change to initiate an attack, may not use defensive fire as the Lord of Change approaches, and does not cause any damage if it wins this round of combat. The target may re-roll at the start of each round of the combat to see if it is still terrified.

ORC WYVERN RIDER

Orcs are, as a rule, land-loving creatures, preferring to keep their iron-shod feet firmly on dry land. The only reason for an Orc to go to sea is the prospect of a good fight, plenty of booty, and the opportunity to teach someone a good Orky lesson or two.

Orcs see no purpose or pleasure in the elegant, sleek ships of the Elves or Bretonnians, and even consider the Imperial warships as unnecessarily cluttered and 'girly'. Complicated arrangements of sails, oars, rudders and masts have no place in the equation to an Orc – all that really matters is how many Boyz you can get aboard your Hulk, how hard and tough you can make it, and how many Smash-hammers and catapults you can mount on its ungainly decks. A smashed-up Dragonship looks pretty much the same as a smashed-up Galleon, so what is the point in messing about with fancy decoration?

If a life at sea is not a particularly natural existence for an Orc, life in the air is even less so. Many Orcs wouldn't be seen dead in a ship, let alone in the sky; however, those few that do hurl themselves insanely into the void do so with the vigour and determination you would expect from their race.

CHAOS
LORD OF CHANGE

POINTS COST: 100 BATTLE HONOURS: 4

4,5,6 **LORD OF CHANGE**
Save 4, 5 or 6
Each hit causes 1 wound. Further hits do not cause criticals.

ATTACKS

The Lord of Change may donate magic power to the Chaos Sorcerer at any point during the Magic Phase. Roll a dice:

1 The Lord of Change is overloaded and is sent back to the Warp.
2 The Lord of Change is overloaded and loses 1 wound.
3 The Chaos Sorcerer receives 1 point of magic power
4 The Chaos Sorcerer receives 2 points of magic power
5 The Chaos Sorcerer receives 3 points of magic power
6 The Chaos Sorcerer receives 4 points of magic power

CLOSE COMBAT

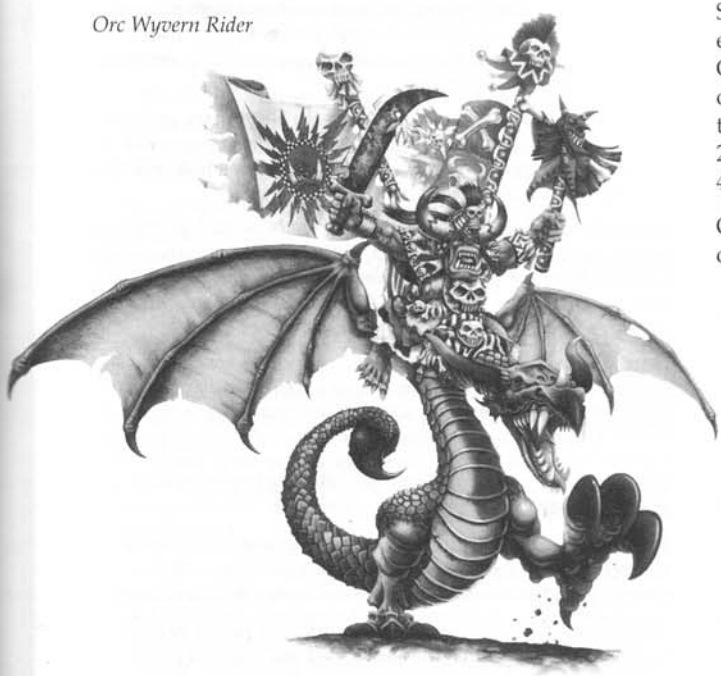
Gets a +4 modifier in close combat as it has four wounds. Opponent must roll greater than 1 on a dice to be able to attack back or use defensive fire.

MOVE: 24"

WOUND TRACK

NO EFFECT	NO EFFECT	NO EFFECT	DEAD

Orc Wyvern Rider



War Wyverns – the specially bred steeds for these brave Orc pilots – are dragon-like creatures renowned for their evil tempers, violent dispositions and destructive abilities. Once at sea, these massive beasts use their great leathery wings to carry themselves, their Orc pilot, and a payload of Squigbombz into the air.

Points Cost	50
Move Rate	15"
Wounds	3
Saving Throw	4, 5 or 6
Battle Honours	2

SPECIAL ATTACK

A Wyvern's special attack is to drop a payload of three Squigbombz on its target. The Squigbombz can only be used against targets that are at ground level, not against other Flyers. Each payload must be dropped on the same target. You cannot split the Wyvern's attack between several targets.

First choose the location of the enemy ship that you are aiming to drop the first Squigbomb on. You may only target a high location, unless the target is too small to make the distinction between high and low locations, and you must start with the rearmost location.

Sometimes there may be two locations that overlap; for example, the aft mast and the aftcastle on the Imperial Greatship are both high locations that extend to the rear of the ship. If the ship you are attempting to bomb has two potential target locations like this, roll a dice. On a 1, 2 or 3 the Squigbomb hits the lower location, while on a 4,5 or 6 it hits the higher location.

Once you have determined the target location, roll a dice on the following table:

1-2 The Squigbomb misses and splashes harmlessly into the sea.

3 The Squigbomb hits the location immediately in front of the target location. If the target location was the farthest forward part of the ship, the Squigbomb splashes harmlessly into the sea.

4 The Squigbomb hits the location immediately behind the target location. If the target location was the most rearward part of the ship, the Squigbomb splashes harmlessly into the sea.

5-6 The Squigbomb is smack on target and hits the nominated location.

The location hit by the Squigbomb must make a saving throw or take 1 point of damage.

Repeat the procedure for all three Squigbombz in the payload, moving the target location one forward for each Squigbomb. Two hits on the same location cause critical damage as normal.

BOARDING ACTIONS AND CLOSE COMBAT

A Wyvern gets 1 dice + 3 in boarding actions and close combat, as it has 3 wounds.

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1

ORC
WYVERN RIDER

POINTS COST: 50 BATTLE HONOURS: 2

6 **RIDER**
Save 4, 5 or 6
Remove model from table.

ATTACKS

Drops 3 Squigbombz on adjacent high locations, starting from the rear of the target:

1-2 Squigbomb misses.
3 Squigbomb hits location in front of target location.
4 Squigbomb hits location behind target location.
5-6 Squigbomb is on target.

Each location hit must make a saving throw, taking 1 point of damage if it fails.

CLOSE COMBAT

Gets a +3 modifier in close combat as it has three wounds.

4,5 **WYVERN**
Save 4, 5 or 6
Each hit to this location causes 1 wound. Further hits do not cause criticals.

WOUND TRACK

MOVE: 15"

NO EFFECT	NO EFFECT	DEAD

Pausing for a moment from being violently ill over the side of his battle platform, Kaptain Skab (a name that seemed appropriate for the Orc Warboss's new life at sea) cocked his massive head at an angle as a frown of concentration crossed his beetling brows.

"Sumfink up boss?" queried one of his former champions, who to the constant aggravation of Skab had found his sea legs as soon as the Hulk took to the waves.

"Listen up Mr Mate," growled the great Orc, adjusting his black Captain's hat to the correct angle (jaunty was the word he used privately). "We got company."

Shielding his eyes, Skab looked up into the sky, squinting against the harsh, midday sunlight that pierced the clouds. Stabbing a great clawed finger almost vertically upwards, Skab grunted.

"Bandits. Der, der and der. Coming in from da sun."

Far above the ship, three small black dots had appeared, growing larger by the second. Skab could hear their 'thwacka, thwacka, thwacka' noise over the moans and groans of the Hulk's protesting timbers. Mastering his nausea for a moment at the looming prospect of a fight, Skab leaned over the spiked railings and bellowed to the Orcs and Goblins milling about on the decks below.

"Get da Wyverns and da Doomdivers ready. Da stunties are comin'."

Skab's guttural voice carried to every corner of the Orc vessel. The chanted reply of the Orc crew was soft at first, but gained volume with the frenzied activities of preparation for war.

"Fight... fight... FIGHT... FIGHT... FIGHT... FIGHT... FIGHT!"

– oOo –

High above the Hulk, the leading Dwarf Gyrocopter pilot, Ironfist, adjusted his goggles, flexed his fingers, and checked yet again that the safety release was in working order. The Gyrocopters had been trailing the Orc fleet for some time now, waiting for the War Balloons to catch up and drop their deadly payload onto the ungainly vessels arrayed below. But now they were out of time – the sea battle was about to start.

Scanning the cloud banks, Ironfist couldn't see any sign of the long-awaited dirigibles, and decided they couldn't wait any longer. He flicked the switch on the gatling crank to 'armed' and reached for his megaphone. The noise of the steam engine and rotors was deafening as he eased the craft into gear. As the Gyrocopter started to bank, a fierce wind whipped his scarf off, trailing it behind the aircraft. Adjusting his waxed moustache and looking over his shoulder, Ironfist signalled to his wingman to get ready for the strafing run. Grabbing the megaphone, he bawled out his plan, straining to be heard above the wind.

"Wolf pack, this is wolf leader. Wolf pack, this is wolf leader. Please confirm you have targets in sight."

Two voices reached him faintly above the howl of the wind "Roger wolf leader, all wolves are ready. Chocks away."

"Good show. Follow me down – and don't fire until you see the reds of their eyes."

Ironfist's Gyrocopter waggled briefly from side to side, and then peeled off and dove towards the Orc vessels below. He grinned as the faint replies of 'Tally ho' reached him.

Teeth gritted in concentration, Ironfist flinched involuntarily as the first anti-aircraft fire from the Orcs exploded around him. The Gyrocopter kicked underneath him as its iron gatling cannon chattered, spitting out leaden-death at the rapidly approaching Hulk. His other hand wrestled with the machine's joystick, trying to keep it steady as the wind buffeted and roared around him. Below the squadron, he could see numerous black dots rising to meet them; they were already discernible as War Wyverns...

– oOo –

Ugbaz Grimrider – leader of the Orc flagship's Wyverns – pulled on his steel helmet and ran down the rough wooden steps towards the ramshackle shed that housed his trusty steed, Razorfang. The other Wyvern riders, Skrunch and Biglugz, were close behind him, whips and flails in hand. He could just make out the plumes of black smoke that marked the progress of the approaching Dwarf Warfleet on the horizon.

In his haste, Ugbaz almost tripped over the Doomdivers as they were carried to their catapults, gurgling and giggling hysterically. They foamed at the mouth and eagerly flapped their crudely-fashioned batwings as they were strapped in.

A squadron of three Drillakillas – their hulls painted go-fasta red – surged past, churning the water with their paddle wheels. Their Kaptains hung out of their command hatches, jeering at each other in their race to engage the Dwarfs. The vehicles' huge steel drills spun crazily as they dipped in and out of the waves.

Over the din of the fleet's alarm bells – huge iron gongs being beaten by frenzied Goblins – and the insane cackling of the Doomdivers, Ugbaz could hear the rising sound of the enemy Gyrocopters' rotor blades. These small, unfeasibly flimsy craft could just be seen diving towards the Hulk, lining themselves up for their deadly strafing attacks. Ugbaz knew that time was short, and that he had to get airborne quickly.

Reaching the shed, Ugbaz stopped and whistled twice into its dark recesses. Even though Razorfang was his own Wyvern, Ugbaz had no plans to go in on his own. Razorfang was known to be very territorial.

"Wassup Boss. Scared?" grinned Skrunch as he passed by on the way to his own beast shed. Ugbaz span round and inflicted a well placed iron-shod headbutt that left Skrunch sliding down the bulkhead in a semi-coma. Shrugging his broad shoulders, Ugbaz turned to face his remaining wingman. Grabbing Biglugz by his huge ears, Ugbaz hauled him to a stop.

"Just da two of us today, jug-ears," he growled. "Let's go get da beardy, stunty gitz."

An ear-splitting roar suddenly erupted from the darkness of the shed, and Razorfang's scaly head lunged out from the inky blackness.

"Shaddup," bellowed Ugbaz, headbutting the recalcitrant beast for good measure.

"Gotta show 'em who's boss," he grumbled, swinging himself into the beast's saddle.

Biglugz appeared nearby, on the back of 'Ard Git, his Wyvern. The two monsters headed towards their launching platforms, flapping their leathery wings and roaring their rage and fury.

Thrashing the beasts into a frenzy with their barbed whips, Ugbaz and Biglugz grinned at each other as the Wyverns spread their wings and lurched off the side of the Hulk. For a moment they dropped like stones and Ugbaz wondered – as he always did – whether Razorfang would plunge into the sea. Just as the spray from the highest waves was wetting Ugbaz's boots, the Wyvern's leathery wings gained a purchase on the salt-laden air. Goading the beast with his spurs, he hauled the Wyvern into a tight turn towards the Gyrocopters. Ugbaz could see the red-white flashes as the Gyros' gatling cannons opened up.

Ugbaz grinned as he drew his great crooked scimitar from his belt.

"WaaaaaAAARRRGH!" he shouted. Biglugz echoed his cry, joining the harsh bellowing of their Wyverns.

"WaaaaaAAARRRGH!" they screamed, accelerating towards the frail Dwarf machines.

– oOo –

"Damn this cloud," muttered Captain Thumgrun Grunsonn, squinting through the view-slit on the bridge of the War Balloon Steel Warrior.

The atmosphere inside the gondola was very tense as the War Balloon's crew searched for the Orc warfleet through the gaps in the murky clouds. The noise of their engine banging and clattering was deafening, and thick, black smoke swirled around their ankles.

Inside the armoured gondola, Grunsonn almost felt safe. He knew it wasn't a wise thought. Above his head, highly-

inflammable heated gases roared in the flimsy fabric of the great balloon, waiting to be ignited by a single stray spark. Grunsonn hated flying in heavy cloud in case a thunder-storm broke.

"Looks like there's a storm brewing lads," he cheerfully exclaimed, noting with satisfaction the worried expressions on the faces of his crew. They had no defence against lightning, and once the balloon was ablaze, the heavy iron gondola would fall like a blazing comet.

"Not the sort of thought to dwell on for long when you're the Captain of a War Balloon squadron," he mused. On the other hand, the clouds offered protection from the spying eyes of enemy aircraft and monsters that would relish the chance to rip and tear at the War Balloon's fragile air-sac.

The whole idea was to make a decisive strike before the two fleets clashed, setting the Hulks ablaze before the Dwarf ships reached them. The War Balloons were supposed to be escorted by Gyrocopters, but they had never made the rendezvous point and Grunsonn had pressed on without them.

"Never make it now, I shouldn't wonder," Grunsonn said, addressing no-one in particular. "Still, best press on though. We've a job to do. Die trying I expect."

Grunsonn was renowned for his dour outlook even amongst Dwarfs, and was reputed to have driven more than one crewman to leap overboard in despair. Grunsonn knew his reputation and played up to it, mainly for the benefit of new recruits. Many of the older members of the crew had flown over a hundred missions under Grunsonn's command, and knew him better. He commanded his Dwarfs with a grip of iron, and had brought them safely through many a hopeless-looking situation.

Adjusting the craft's trim to allow for wind, Grunsonn grabbed the grip handles of his periscope for what seemed like the hundredth time.

"Down scope," he growled, and the hiss of steam-powered servos filled the gondola. The sectional periscope sank smoothly downward, through the iron-rivetted floor, and Grunsonn pressed his eyes to the view pieces. All he could see was the dim outlines of the two other War Balloons in his squadron, their smoke trails fanning out behind them. Their periscopes were also down, scanning the cloud banks, ever vigilant for signs of enemy aircraft.

"Who'd find us in this murk?" Grunsonn snarled, snapping the grips of the periscope closed.

"Helm, take her down 200. We're going to take a look."

The crew's surprise was readily apparent: taking the airship below the clouds defeated any advantage they gained from being out of range of the anti-aircraft fire which would doubtless greet them as they emerged.

The hiss of expelled gases signalled the start of the descent, and the War Balloon began to sink through the clouds. Signal lamps flashed, and the other two members of the squadron followed. Grunsonn tried not to think about the possibility that the clouds might extend right down to sea level, and that they might dive straight into it in a steel box that was not exactly designed with buoyancy in mind.

"Fancy a swim lads?" he grinned, noticing that one of the new gunners, Ironforger, was looking distinctly green about the gills. Pointing a stubby finger at the newcomer, he smiled reassuringly.

"Should have joined up for the Nautilus post lad. They don't have opening windows."

The War Balloon suddenly emerged from the clouds, the bright afternoon sunlight splashing across its deck. To port and starboard the two other War Balloons appeared, their propeller blades churning the air behind them.

Far below, the surface of the sea glittered like quicksilver. Almost directly beneath them sat the squat vessels of the Orc warfleet. Grunsonn counted at least three Hulks, and dozens of Drillakillas and Bigchukkas, all heading for the approaching Dwarf ships as fast as their crude paddles could manage.

Between the War Balloons and the Hulks, three Gyrocopters were fighting a running battle with two Wyverns, spiralling around each other in a macabre dance of death. The Wyverns clawed and slashed at the nimble Dwarf flying machines, which twisted out of the way as they tried to bring their guns to bear.

As he watched, Grunsonn saw one of the Gyrocopters dodge a fraction too late and take a terrific blow from one of the enraged Orc war beasts. With a flash the Gyrocopter's boiler exploded, and its fragile frame collapsed in a crumpled mess of wood and wire. The wreck plummeted from the sky, hurtling towards the deck of the nearest Orc Hulk. Even as it fell, Grunsonn heard the clatter of its gatling cannons, and saw it spitting fire at the vessel below.

Turning to matters in hand, Grunsonn pulled the klaxon chain, starting it howling battle stations at immense volume. The sirens of the two other War Balloons joined in the cacophony as their bomb doors eased opened, revealing their deadly cargo.

The recently victorious Wyvern turned in mid air, goaded by its Orc rider, and began flapping upwards towards the War Balloons, its razor-fanged jaws agape.

"Take her in, helm, and hold her steady. Bomber, give us the nod when you're ready. Gunner, watch out for that Wyvern. Although I expect your guns will jam, like as not..."

Settled in his swivel seat, the one thing Ironforger was confident of was that his guns wouldn't jam. He maintained and serviced them himself, and knew that they were the best steam-fed guns in all of Dwarfdom.

As the approaching Wyvern filled his circular sighting-scope he felt the War Balloon lift slightly, a sure sign that the bombs had been dropped. Grinning fiercely, he squeezed the trigger grips and his world suddenly became a maelstrom of smoke, fire and ear-splitting crashing noises as the cannon bucked and roared. Discarded shell casings clattered around his feet, rattling across the iron floor. He watched a stream of lead shot fly towards the Wyvern and slam into it, ripping large chunks off the ungainly beast. But it still came on, its screaming rider bellowing his war cry as he goaded the wounded beast onward.

Ironforger had scored top marks during his secondment to the gunnery school at Nuln, and he stopped firing for a moment to make some adjustments to the ranging gears.

"Fire at it then, boy. It's going to shred us!" roared Grunsonn as the Wyvern closed for the kill, screeching its rage and bleeding from a number of gaping wounds along its flank.

"Guns are jammed," Ironforger exclaimed, grinning wryly to himself.

"Then we are surely doomed," whispered a white-faced Grunsonn, slumping over the ship's wheel.

Choosing his moment, Ironforger waited until the raging face of the Orc warrior filled his gunsight before squeezing the triggers again. At this range, the Orc disintegrated in a green shower of flesh and bone. Pulling down sharply on the gun's swivel mount, Ironforger traced a line down the middle of the Wyvern, neatly slicing the beast in two. The pieces fell from the sky, twitching and flapping as they fell.

Peering through his fingers, Grunsonn's brows creased his dour face in total confusion.

Grunsonn scowled fiercely as his crew began to laugh. He realised he had been tricked. Rallying himself for a suitably sarcastic comment he pointed sagely at Ironforger, but before he could say anything the gondola was swung violently to the right under the shockwave of an immense explosion. Control panels collapsed and the ship's compass swung wildly. The periscope vanished through a jagged hole which appeared in the buckling floor plates, and the crew were flung around the cabin like rag dolls, grabbing wildly at the iron rails for stability.

Above the din of the explosion, and the shriek of tortured and rending ironwork, Ironforger could just hear Grunsonn's bellowing voice, trying to make itself heard above the awful noise.

"Shot down by our own bombs I shouldn't wonder..." □

ANTI-FLYER WEAPONS

The warfleets of the Warhammer World have had to respond to the threat of attack from the skies, as Wyverns, Dragons, Manticores and Gyrocopters – amongst other things – swoop in to wreak havoc on their proud warships. Their answer has been to use specially built weapons capable of knocking enemy Flyers out of the skies before they can get close enough to cause any damage.

Before these devices came into service, Admirals crammed extra troops aboard their ships to fight off the Flyers. As the flying creatures and aircraft dived in to attack the ships, they were met by a hail of gunshot, arrows and crossbow bolts. This tactic proved a highly effective deterrent against all but the largest and most determined monsters, whose efforts to destroy Men O' War and the bigger Ships of the Line were largely curtailed.

There is no certain way of stopping an enraged Dragon or War Wyvern, however, and those that brave the scathing curtain of defensive fire can rip a ship and its crew to pieces, often leaving their victim a burning, empty hulk.

If fully armed Men O' War need to look the skies in case of deadly attack, the crews of smaller or damaged ships live in mortal terror of such assaults. The traditional tactic of withdrawing damaged ships to safe positions away from the battle quickly becomes untenable when Flyers are involved in the battle, as they cannot be protected by other, more combat-worthy ships from these attacks from the skies.

Empire Greatship

For the fleet's Admiral, or for the Captain of a powerful Man O' War, the presence of enemy Flyers in the skies above the battle are a great frustration. They can circle high above the fleets for as long as they like, waiting for an opportunity to attack a weak or isolated vessel. While they fly at high altitudes, the small-arms fire of waiting ships hasn't got the range to harm them, and the warship's great cannons cannot be brought to bear. Without special weapons, the only thing to be done in this situation is to cram the deck with well-armed troops, then sit and wait whilst your own Flyers fight it out with the enemy above.

Fortunately, the larger ships of the fleet are able to carry the war to the Flyers, using weapons that can reach them while they are still aloft.

Each of the sea-going races of the Warhammer World has contrived ingenious methods of destroying enemy Flyers, from the Imperial Hellblaster and Goblin Doomdivers, to the Dark Elf Sky Reapers.

Some of these ship-mounted weapons rely on accurate, long-range shots, while others rely on withering barrages of relatively short-range missiles. Only the biggest, most powerful ships can be equipped with these weapons, and they endeavour to establish and maintain a protective screen over the rest of the fleet while the battle rages on the sea and in the air.

BUYING ANTI-FLYER WEAPONS

Anti-Flyer weapons are bought at the start of the game, at the same time as the rest of your fleet. They can either be bought out of the standard 1000 point available or, if all the players agree, you may allow each fleet an additional 100 or so points a side with which to buy these weapons.

Of course, if you decide that each player gets 1100 points to spend, it is entirely up to each individual whether they buy anti-Flyer weapons with those extra points.

Anti-Flyer weapons cost 25 points each, and can only be used by Men O' War. Place the weapon's card next to the ship's template to show that it is aboard. Each Man O' War may have a maximum of one anti-Flyer weapon

If a ship armed with anti-Flyer weaponry is sunk, the weapon is lost. Unless stated otherwise, this is the only way of destroying anti-Flyer weapons.

ANTI-FLYER WEAPONS

Race	Weapon	Dice	Range
Bretonnian	Archer Regiment	4	3"
Chaos Dwarfs	Rocket Battery	Special*	Special*
Chaos®	Icon of Power	Special*	12"
Dark Elf	Sky Reaper	Special*	9"
Dwarf	Gatling Cannon	2	9"
Elf	Bolt Thrower	1	12"
Empire	Hellblaster	3	6"
Orc	Goblin Doomdivers	Special*	Special*
Skaven	Firethrower	Special*	Special*

® *Except Khorne fleets, see below.*

* *Refer to the full rules for this weapon, see below.*

USING ANTI-FLYER WEAPONS

Anti-Flyer weapons are used in the same way as the ship's main armament, except that they fire at Flyers and not at ships. They are often mounted in the crow's nest or on angled turrets that point skyward.

After a Man O' War armed with anti-Flyer weapons has moved, it may fire any of its cannons or equivalent armament against sea level targets (ships, Shoreforts, Sea Monsters, etc.) as normal. Once these attacks have been resolved, it may fire its anti-Flyer weapons at a single Flyer that is in range. The weapon's card tells you how many dice to roll for the attack, and what the range of the weapon is. Unless stated otherwise, the procedure for determining whether the anti-Flyer attack hits and what damage is done is exactly the same as for cannon.

Each anti-Flyer weapon may be fired once per turn at a single enemy Flyer – you cannot split the dice between different targets.

Note that using an anti-Flyer weapon in your own turn is not the same as using defensive fire as an enemy Flyer approaches you (see *Defensive Fire* in the *Airpower* section); the latter represents your crew using hand-held weapons defensively against Flyers at very short ranges, whereas anti-Flyer weapons may be used to engage targets at much greater distances and are used offensively.

Chaos Dwarf Rocket Battery

BRETONNIAN ARCHER REGIMENT

Bretonnian ships pack their decks with regiments of archers, capable of picking off any Flyers at some distance with well-aimed longbow shots.

Bretonnian Archers have a range of 3" and make a 4 dice attack.

CHAOS DWARF ROCKET BATTERY

Chaos Dwarf warships mount rocket batteries that they launch at enemy Flyers, to blow them out of the sky.

1) First nominate your target and roll the misfire dice.

   If you roll a number this is the number of inches the rockets fire this turn. If your target is within this distance it is automatically hit.

   If the dice comes up as a misfire, the rockets have dived straight into the ship's deck. Your opponent rolls to hit a random location on the Chaos Dwarf ship, re-rolling any misses. The location hit must make a saving throw with a -1 modifier or take 1 point of damage. The rocket battery is destroyed.

2) If your shot was successful, the chosen target must make 2 saving throws, taking 1 wound for each one that it fails.

CHAOS ICON OF POWER

Chaos Lords usually pay scant regard to the puny creatures and machines diving out of the sky to attack them, as they welcome the prospect of ripping a dragon limb from limb in mortal combat or dying in the attempt. Chaos Sorcerers, on the other hand, recognise the dire threat posed by a Flyer's attack.

Apart from casting Chaos Magic against Flyers, as he would against any other enemy, a Chaos Sorcerer can use an Icon of Power to strike enemy Flyers out of the sky

An Icon of Power is a twisted piece of black metal, scorched and pitted as if by the heat of some great forge or furnace, mounted onto the ship's prow. Arcane symbols of all four Chaos Powers are etched into its surface, writhing around each other and intertwining as if alive. At the Icon's apex is a single, large crystal eye, whose cold gaze constantly searches the sky for enemies to destroy.

If the Chaos Sorcerer has any Power Cards left at the end of the Magic Phase, he may use them to 'power up' the Icon of Power by placing them on top of the Icon's card.

A charged Icon of Power can be used to attack Flyers during the Battle Phase, when the ship makes its normal attacks. The Icon has a range of 12", and may fire one 2 dice attack for each Power Card currently stored in the Icon. All attacks must be made against the same enemy Flyer. Once a Power Card has discharged its energy in this way it is placed on the discard pile.

KHORNE

A Khorne fleet has no use for Icons of Power or any of the other magical trappings of Chaos Sorcerers. Instead, all ships in a Khorne fleet get an extra +1 when using defensive fire against incoming Flyers (see *Defensive Fire* in the *Airpower* section).

DARK ELF SKY REAPER

The Dark Elf Sky Reaper is a smaller variant of the standard armament of the Dark Elf fleet, and has a range of 9". Like its larger brethren, the Sky Reaper is a magazine-fed ballista that fills the air with barbed bolts.

Each time you fire the Sky Reaper, roll 1 dice and consult the following table to see how many bolts it fires:

1-2	1 bolt
3-4	2 bolts
5-6	3 bolts

The number of bolts you fire is the strength of the attack you roll against the target; if you roll a 3 on the dice, for example, you make a 2 dice attack against the enemy.

DWARF GATLING CANNON

Dwarf ships use larger versions of the gatling cannons found on their aircraft to engage enemy Flyers.

Dwarf Gatling Cannons have a range of 9" and make a 2 dice attack.

ELF BOLT THROWER

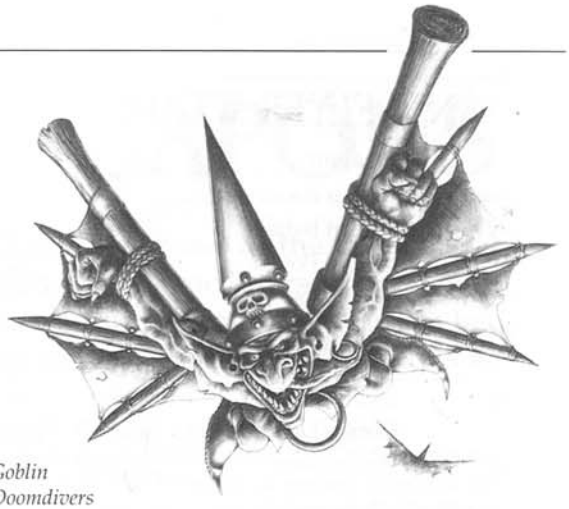
Like Dark Elves, Elves use large bolt throwers to take out enemy Flyers. Elves however, rely on single, well-aimed and powerful shots rather than numerous weaker shots.

Elf Bolt Throwers have a range of 12" and make a 1 dice attack.

EMPIRE HELLBLASTER

The Empire Hellblaster is a multi-barrelled cannon that can fire numerous small cannonballs at once, hitting the evasive enemy Flyers as they swoop down to attack.

Empire Hellblasters have a range of 6" and make a 3 dice attack.



Goblin Doomdivers

GOBLIN DOOMDIVERS

Orcs have come up with a unique way of shooting down enemy Flyers: they fire bat-winged goblin fanatics at them from katapults. These fanatics – called Doomdivers – are armed with spiked helmets and attempt to headbutt their target, knocking it from the sky.

Unfortunately these katapults are not entirely reliable.

1) Nominate the enemy Flyer you wish to fire at.
2) Roll 1 dice: this is the number of Doomdivers you manage to get airborne this turn.
3) Roll 2 more dice and add them together: this is the maximum number of inches the Doomdivers travel this turn.

Then – and only then – measure the range to the target.

If the target is farther away than the maximum distance the Doomdivers can reach, they fall short and plummet into the sea with a splash.

If the target is within the Doomdivers' range, make a 1 dice attack for each Doomdiver you fired.

SKAVEN FIRETHROWER

The Skaven use massive Firethrowers to protect their Clanfleets from attack. Huge tanks of warp-naphtha are connected by thick pipes to a turret mounted on the deck that is capable of squirting a jet of fire and setting enemy Flyers alight.

1) Roll 2 dice and add them together to determine the range of the attack this turn. Any single enemy Flyer within this distance may be targeted.
2) Nominate your target and roll 3 dice. If you get a double, you have hit it. Refer to the following:

Double 1	The Firethrower explodes and is discarded. Your opponent rolls to hit a random low location on the Skaven ship, re-rolling any misses. The location hit is set ablaze with no saving throw.
Double 2-5	The target is badly singed and takes one hit or wound, no save.
Double 6	The target is destroyed.

ALLIES

There are many races and nations in the Old World, most warring constantly with their neighbours for supremacy or even survival. Some nations, however, manage to find common ground with others, and may forge alliances to promote mutual trade in times of peace, or to unite as a powerful opponent in times of war.

It is often the case that alliances are hastily formed in response to assault or invasion by a common enemy. Such friendships, forged in times of war, often carry over into times of peace, and the two nations will gain much from the exchange of resources, skills and ideas.

The Empire, for instance, has an age-long understanding with the Dwarfs of the Worlds Edge Mountains, and the two great nations have learned much from one another. In times of war, the Dwarfs come to the aid of the Empire, and vice versa. At sea, an Empire Fleet will often enlist the Dwarf Sealords' help to augment its own forces with the mighty guns of a Dreadnought or the special attacks of the Nautilus submarines.

Likewise, Orcs make uneasy pacts with the forces of Chaos or Dark Elves, so that together they can crush their opposition and share the spoils of war. Such truces hold together only by the strength of will of a great leader, as Orcs, Chaos Warriors and Dark Elves have no great love for one another. As long as there are battles to fight and wars to win, an alliance may hold, but once the conflict is over, it will usually fragment and splinter into violently warring factions.

Deathmonger howled in frustration, smashing his Daemon Blade into the deck of the Bloodship. Wood fragments flew in all directions, and the sword struck sparks from iron rivets in the deck. Gesturing at the Empire Fleet rounding the headland, he bellowed his rage to the skies.

"They escape from me! I had their souls in my grasp, and now they escape me!" His hoarse shout travelled the length of the ship.

Turning to the Chaos Warriors assembled on the bridge of the Bloodship, his voice dropped and took on a menacing snarl.

"Where is the Greenskin? Bring him to me, I would speak with him."

The Plaguefleet had waited three days for the appointed hour, riding at anchor under cover of the overhanging cliffs. The arcane magicks of the fleet's Sorcerer had protected their black presence from detection, so that even when the Empire Fleet had turned the headland as expected, the Empire Wizard had not discovered them.

The Orc Fleet should have been on the other side of the headland to cut the Empire Fleet off, preventing their escape. Pacts had been made with them for their help; blood had been spilled, gold had changed hands and much wine had been drunk to form this awful alliance. And the result? Here, at the first battle, the Orcs were nowhere in sight. Victory was slipping from Deathmonger's grasp before his eyes.

Other more warlike nations or leaders sell their martial skills to the highest bidders. Such soldiers of fortune fight anyone for a chest or two of gold. The lowest of these mercenaries are amoral scum who are not adverse to changing sides mid-battle for a few extra coins.

At the other end of the scale are the professional soldiers who honour their commitments to the death. Once a deal is struck with these warriors, no amount of extra money will persuade them to change sides until they have fulfilled the letter of their contract.

The most famous mercenaries are the Norse; if you want these in your fleet, there is a complete set of rules for them in later in this rulebook.

CHOOSING ALLIES

Each Man O' War fleet has its own character and tactics to discover. The ally rules allow you to expand your favourite fleets and incorporate other races' ships to utilise their special abilities.

You may spend up to a third of the total points value of your fleet on allies and mercenaries. First buy the Men O' War of your parent fleet, plus the minimum quantities of other vessels you must have, as stated in the Man O' War Fleet Lists.

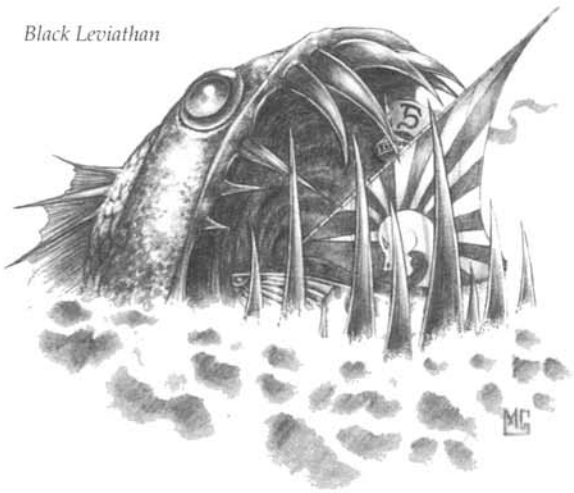
For instance, you cannot buy a 'Bretonnian Fleet' that has just one squadron of Buccaneers and a Wizard, with the rest of the fleet made up of Dwarf Dreadnoughts and Ironclads. Clearly, this is a Dwarf fleet with an allied squadron of Buccaneers (and as a Dwarf fleet, of course, it isn't allowed to have a Wizard!)

To prevent confusion, the special rules for the parent fleet always take priority; an Empire Fleet with Dwarf allies may have a Wizard and cast spells as normal, and because the Dwarfs are allies, their ability to dispel magic will not operate. Similarly, a Dwarf Fleet with a single Greatship ally may not have a Wizard, but the Dwarfs' ability to dispel magic would now apply.

It is important, therefore, to declare the type of fleet you are buying, buy the required minimums for that fleet, and then spend up to a third of your points on allies.

The Admiral of the combined fleet is always of the race of the parent fleet, and starts the game aboard a Man O' War of that fleet. So, for instance, an Orc Fleet with Chaos allies will have an Orc Admiral onboard a Hulk.

The allies must conform to the normal ratio of ship types in the parent fleet. So, if you cannot normally have more Men O' War than Ships of the Line in your fleet, this rule still holds even if some of the Men O' War are allies.



Black Leviathan

For example, if you had a Dwarf fleet with Empire allies, you couldn't have more than one Man O' War for every two Monitor Squadrons you had, even if some of the Men O' War were not Dwarf vessels. Likewise the rules governing individual ship types also apply. For example, you cannot have more Nautilus submarines as allies than the fleet has Men O' War - even if not all the Men O' War are Ironclads.

Who can ally with who?

The table below shows you which races can ally with each other.

To determine if you can choose allies of a particular race, cross reference the parent fleet's race with that of the allies you are thinking of buying.

If the result is a 'Yes' the chosen race will ally with you. They are a nation who have a long-standing agreement or understanding with yours, and are likely to send troops or ships to your aid in times of war. You may choose any ships from this race's Fleet List within the limits already outlined.

If the result is a 'No' the chosen race will not ally with you. They are age-old enemies, sworn to destroy you and everything you stand for. There is no way that they will ever stand alongside you in battle, except to stab you in the back at the first opportunity! You may not select this race's ships as allies.

If the result is a 'Maybe' there is a fair chance that the chosen race will ally with you. They hold no particular loyalty or friendship towards your nation, but neither do they hold any enmity. If circumstances dictate, they will join you in battle against a common enemy. At the start of the battle, if your opponent agrees, you may choose ships from this race as allies.

MAN O' WAR ALLIES TABLE

	Dwarfs	Elves	Dark Elves	Orcs	Chaos	C. Dw.	Empire	Bret.	Pirates	Skaven	Norse
Dwarfs	–	Maybe	No	No	No	No	Yes	Yes	No	No	Yes
Elves	Maybe	–	No	No	No	No	Maybe	Yes	No	No	Yes
Dark Elves	No	No	–	Maybe	Yes	Yes	No	No	Yes	Maybe	Yes
Orcs	No	No	Maybe	–	Maybe	Yes	No	No	Yes	Maybe	Yes
Chaos	No	No	Yes	Maybe	–	Yes	No	No	Maybe	Yes	Yes
Chaos Dwarfs	No	No	Yes	Yes	Yes	–	No	No	Maybe	Yes	Yes
Empire	Yes	Maybe	No	No	No	No	–	Maybe	No	No	Yes
Bretonnians	Yes	Yes	No	No	No	No	Maybe	–	Maybe	No	Yes
Pirates	No	No	Yes	Yes	Maybe	Maybe	No	Maybe	–	Maybe	Yes
Skaven	No	No	Maybe	Maybe	Yes	Yes	No	No	Maybe	–	Yes
Norse	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	–

No	These two races will not ally together under any circumstances.
Maybe	These two races may ally together, but roll to see if the alliance holds at the start of the battle.
Yes	These two races ally together readily; you may choose freely from their Fleet Lists.

C. DW. – Chaos Dwarfs Bret. – Bretonnians

If your opponent doesn't agree, you may still buy this race's ships as allies, but must then roll two dice and consult the following table at the start of each battle to see when they turn up. Once you have decided to buy allies and roll on this table, you must abide by the result. If your allies do not turn up on time you will have to fight without them.

Roll	Allies' Loyalty
2	Your allies arrive late. Roll 2 dice; they arrive that many turns after the start of the battle.
3-5	Your allies arrive late. Roll 1 dice; they arrive that many turns after the start of the battle.
6-12	Your allies arrive precisely on time and ready for battle.

If you have a number of different allies in your fleet, and more than one of them are 'Maybes', you must roll on the above table for each contingent. Note that you roll on the table for each race that you ally with, not for each ship or squadron.

Allies of the Same Race

The only races in Man O' War that will readily fight amongst themselves are Orcs and Chaos. So, for instance, two Orc Admirals may fight for a stretch of coastline, or two Chaos Fleets will clash for command of a trade route. Indeed, two Chaos Fleets or Orc Fleets may fight just for the joy of a good scrap!

Orcs and Chaos aside, other races will not fight amongst themselves. They are usually far too hard-pressed fighting off their enemies to split up into factions and fight each other. Even if different Admirals of the same race do not really get on, they will make an uneasy alliance for the duration of a battle.

This means that if you and your opponent have allies of the same race, or have fleets of the same nation, then they will not fight.

To resolve such situations, look at the *Man O' War Allies Table*; if one of the parent fleets gives a 'Maybe' result with the allies' race, and the other gives a 'Yes' result, the player who gets the 'Yes' gets the allies for this battle. The other player's allies will not fight.

For instance, if an Empire Fleet is fighting a Bretonnian Fleet, and both sides have Elf allies, resolve the situation as follows:

Looking at the table, the Empire gets a 'Maybe' result with Elf allies, while the Bretonnians get a definite 'Yes'. This means that the Elves favour the Bretonnians, and will side with them if both fleets have Elf allies.

This doesn't mean that any Elf allies chosen by the Empire fleet go over to the Bretonnians, simply that they do not turn up at all. The Empire player must either select a complete Empire fleet, or choose another race to ally with.

The only exceptions to the above rule are if both players agree to use the same race as allies, or if you have written a special scenario about a war between two nations or Admirals of the same race.

For instance, you might like to fight a battle between two Empire Fleets. One could be led by a renegade Admiral who has fled the Empire, while the other could be the Empire fleet that has been sent to capture him and bring him to justice.

MULTI-PLAYER GAMES

It is possible to fight a Man O' War battle between, say, four players, with two players a side, where each player has a different race. In such cases, each side's fleets must be of races that will ally with each other (Orcs and Elves, for instance, never fight alongside each other).

You can use the Man O' War Allies Table to determine which nations may fight on the same side; any nations who get a 'Yes' or 'Maybe' result on the table may fight together. In this situation, the races are not allies as such, but simply separate fleets of equal size who have joined up for the battle. In other words, the two players form an 'Allied Fleet'.

So, for instance, you could fight a four player game with the Empire and Bretonnians on one side as an Allied Fleet, against a combined force of Orcs and Dark Elves as another Allied Fleet.

"We can take them ourselves, my Lord." Saardis Vaarn, Champion of Slaanesh, licked his lips eagerly as he surveyed the approaching Empire vessels.

"Not before I speak with the Orc-thing," spat Deathmonger. "A pact has been broken."

At that moment, two iron-clad warriors marched onto the deck, an immense Orc warrior striding between them. He sniffed the air suspiciously, his huge nostrils flaring and his hand resting on the hilt of his war axe. The Chaos Warriors shoved him forward roughly. He turned and snarled, dealing a savage blow with a mailed fist to the nearest one.

"See our foe, scabhide, running for safety and your fleet nowhere to be found. Where are they?" Deathmonger's voice was little more than a whisper, but the words carried clear.

"Ugrak Headcleaver come soon, big metalman," growled the Orc. "My blood on it."

"If you are lying greenskin, it will be. Believe me, it will be."

"Kill him now lord. They are escaping and time is short," Saardis Vaarn called urgently, beckoning towards the last few ships passing the headland.

Deathmonger raised his black blade. His eyes shone through the visor of his warhelm, small red pin pricks that flamed with the fires of hell. The Orc grinned as his axe began swinging left and right in a glittering arc.

"I die, you die, big metalman."

Deathmonger jerked his blade around with lightning fast, cruel precision, and the Orc's head spun over the bow rail, suspended on a plume of green blood. The body stood for a split second, still swinging its axe, before buckling at the knees and crumpling in a heap on the deck.

"I believe not," Deathmonger exhaled in a long rasping sigh.

In terms of initiative and turn sequencing, the battle is still fought between two fleets, not four. The two players on each side have to decide who rolls for the initiative in their Allied Fleet, and in which order their squadrons move and fight. We suggest that within each Allied Fleet you take it in turns to roll the dice.

Of course, in a battle of this size, you will need to double up the points available per side, so that in a game with two Allied Fleets, each with two players, each player still gets 1000 points to spend. This means that each Allied Fleet is 2000 points in total.

Magic in Multi-player Games

If you are playing a multi-player game using one set of Magic Cards, then there may only be one Wizard per Allied Fleet. If you have two or more sets of Magic Cards, you may combine them to make one big deck, adding one deck to the pack for every two players in the game.

In this case, each of the sub-fleets within each Allied Fleet may have a Wizard, and each may attempt to cast one spell per turn and dispel one spell per turn. Once you have rolled for initiative, you will have to decide which of your Wizards goes first, and who dispels which incoming spells, etc.

Note that you must have a Wizard Card for each Wizard in the Allied Fleet, and they must keep their Magic Cards separate from each other. You may not swap spells between Wizards within the fleet!

If you are using more than one Chaos Sorcerer or Grey Seer, you must have one deck of Chaos Magic Cards for each Chaos Sorcerer in the game, and one deck of Skaven Magic Cards for each Grey Seer in the game. Like normal Wizards, each Chaos Sorcerer or Grey Seer must keep his spells separate, and each may attempt to cast and dispel one spell per turn.

A great cry went up from the lookouts. They had sighted the Orc ships.

Glancing to port, Deathmonger saw the clumsy shapes of the Hulks lurch around the headland, just in front of the Empire Fleet. The Imperial vessels showed no signs of stopping; they outnumbered the Orcs and their battle ensigns were flying. Clouds of gunsmoke quickly obscured the ships as the distant roar of cannons echoed across the water.

Glancing at the steaming Orc corpse, Deathmonger gave a short, barking laugh.

"Your lord comes too late for you, greenskin. Now your soul belongs to Khorne."

Grabbing a lanyard, Saardis Vaarn lithely swung across onto his waiting Hellship, which greedily urged its way forward towards the conflict.

"To battle," roared Deathmonger. "We go to battle."

Occupied by the Orc Hulks to their fore, the Empire fleet failed to notice the Plaguefleet emerging from the shadows of the cliffs until it was far too late...

John Blanche

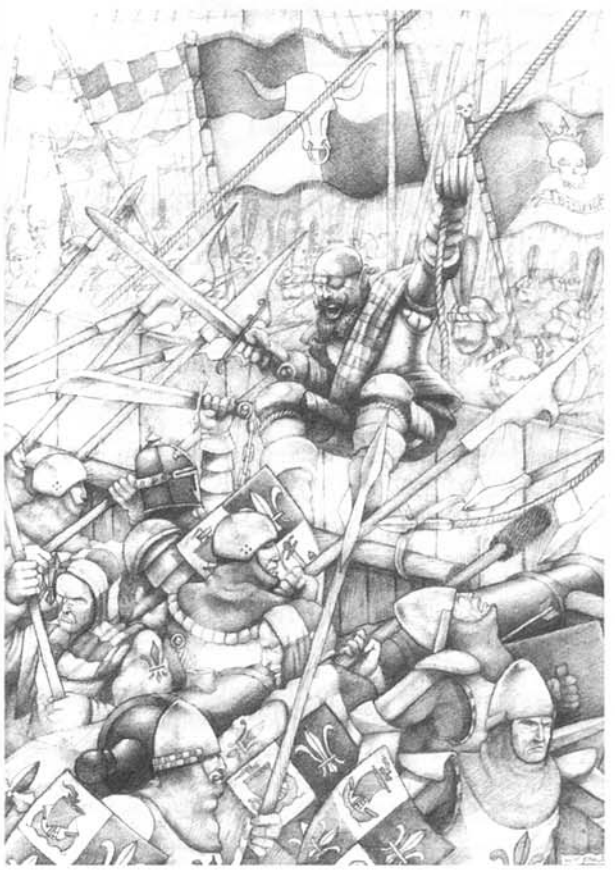
DWARF DREADNOUGHTS

The Dreadnought is the greatest warship in the Dwarf Navy; some would say it is the most powerful ship afloat. Like the Ironclad, upon which it is based, it is a Man O' War. That is where the resemblance ends. This single ship manages to carry more guns than a squadron of Monitors, has armour plating more than a foot thick, an engine that can build up an awesome speed for its size, and still holds a sizeable crew.

Dreadnoughts have a unique arrangement of boilers linked to the twin paddle wheels at the side and to the single huge wheel at the rear, which combine to give it immense speed for a ship of its size. This arrangement also makes the Dreadnought incredibly difficult to stop, as both side and rear paddles must be destroyed before it will grind to a halt.

The firepower of a Dreadnought is extraordinary, and legends tell of these vast iron ships holding up and destroying entire Pirate Fleets within the Black Gulf and off the island of Sartosa.

These huge armoured paddle-steamers are clad in iron plates, which means they can withstand an enormous pounding. The steam-powered swivel turrets can be turned to bring guns to bear on all sides. As such, Dreadnoughts are a powerful addition to the Dwarf fleet, as they can bring devastating cannon fire down on any targets to the front, rear or sides.



The next few pages give you all the rules you need to use Dreadnoughts in your Man O' War games, together with a revised Dwarf Fleet list.

DREADNOUGHT RULES

The following rules apply to the Dwarf Dreadnought. In addition, unless specifically contradicted here, all the Man O' War game rules and Dwarf special rules also apply.

MOVEMENT

The Dreadnought is designed so that it can continue to move even if heavily damaged. If you look at the Dreadnought's template you will see that there are two paddle wheels locations: one for the paddles mounted on the side, and one for the paddle mounted on the back. Even if one of these locations is destroyed, the second can still manage to take the strain and the Dreadnought can still move, albeit at a reduced rate.

If a single paddle location is destroyed, the Dreadnought movement rate is reduced by half to 3". This means that the Dreadnought is only immobilised if both of its paddle locations are destroyed, and therefore is very hard to stop!

The Dreadnought may turn on the spot, just like other steam-powered and oared ships, so long as it has its side paddles; once these are destroyed, it must use the turning template to turn, like a sailing ship.

The Dreadnought may move up to 4" backwards. This takes up its entire movement.

The Dreadnought may ram other ships. To do so, it must move at least 3" in a straight line towards the target.

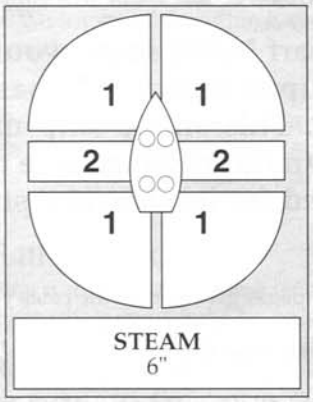
COMBAT

In addition to the standard rules, the following special combat rules apply to the Dwarf Dreadnought.

Broadsides

The Dreadnought's broadsides give it a 2 dice attack to left and right each turn while both batteries are operational. Losing a single broadside battery will destroy the guns at that location on both sides of the ship, just as in the Man O' War rulebook.

DWARF DREADNOUGHT



Weapons

2 fore cannon battery turrets, firing through 90°.
2 aft cannon battery turrets, firing through 90°.
2 broadside cannon batteries.
All cannons may repel boarders.

Special Rules

May ram: ship must move at least 3" in a straight line towards foe. If contact is made, foe must make a below the water line save; if he fails roll a dice:

1	1 point of below the waterline damage
2-4	2 points of below the waterline damage
5-6	3 points of below the waterline damage

Engineer on board may repair 1 location by rolling 5 or 6 in the end phase.

Turrets

The Dreadnought's two sets of turrets, mounted to front and rear, operate independently, with each turret having a firing arc of 90°. This means that the front right battery can either fire straight ahead or to the right; the rear left battery can fire either straight ahead or to the left, etc. When a turret is fired to the side, its attacks are added to the number of broadside guns fired. Shots from a turret are therefore targeted in exactly the same way as those from a broadside – from the centre of the ship and not from the turret's location.

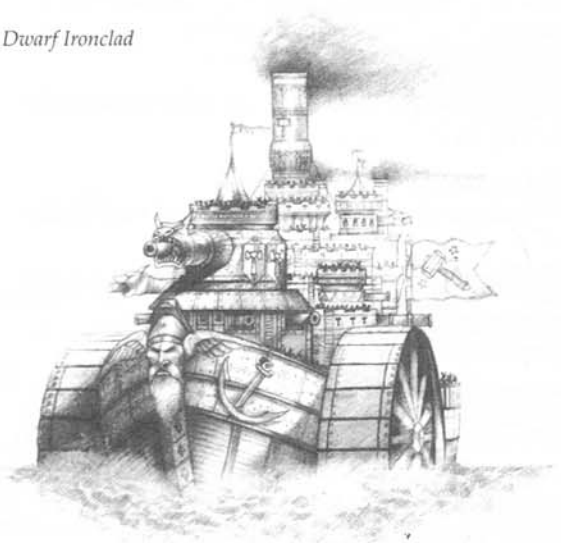
For example, while it has all of its guns operational, the Dreadnought may make one of the following combination of attacks:

1. It may fire both fore-turrets forwards, both rear-turrets backward, and two broadsides (one to each side); this gives it a 2 dice attack in every direction.

2. It may fire one fore-turret to the right, one rear-turret to the right, one fore-turret to the left, one rear-turret to the left, and two broadsides; this gives it a four dice attack to the right and left.

These are by no means the only attacks it may make, but serve as examples of what is possible. Within the rules for fire arcs and line of sight etc., a Dreadnought may combine its attacks as it likes.

Dwarf Ironclad



DWARF FLEET

A Dwarf Fleet may consist of the following:

Men O' War: 2+

The fleet must have at least one Dreadnought to be your Admiral's Flagship. You may have one Dreadnought for every Ironclad.

Cost: 200 points per Dreadnought.

The fleet must have at least one Ironclad.

Cost: 150 points per Ironclad.

Ship of the Line Squadrons: 1+

At least one squadron of three Monitors. You may have a maximum of two squadrons of Monitors for every Man O' War in your fleet.

Cost: 150 points per squadron.

Independents: 1+

At least one Nautilus. You cannot have more Nautiluses than you have Men O' War.

Cost: 75 points per Nautilus.

Admiral: 1

Cost: Free.

Men O' War Cards: 1+

Cost: 1st card free with the Admiral, subsequent cards at 25 points per card.

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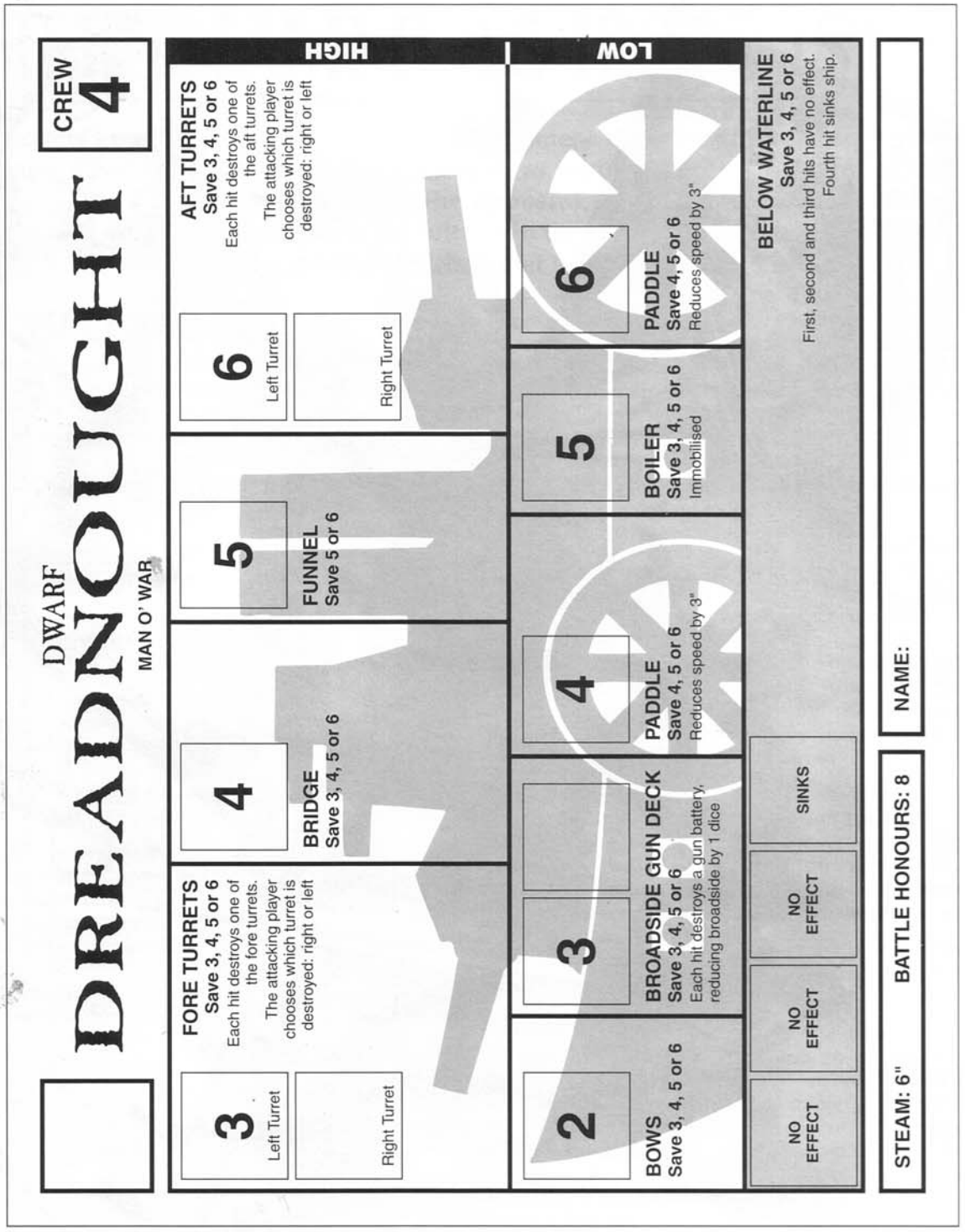


However, note that the left-hand turrets may not fire to the right, and the right-hand turrets may not fire left. This means that a 6 dice broadside is not allowed, for instance. The Dreadnought's template shows this.

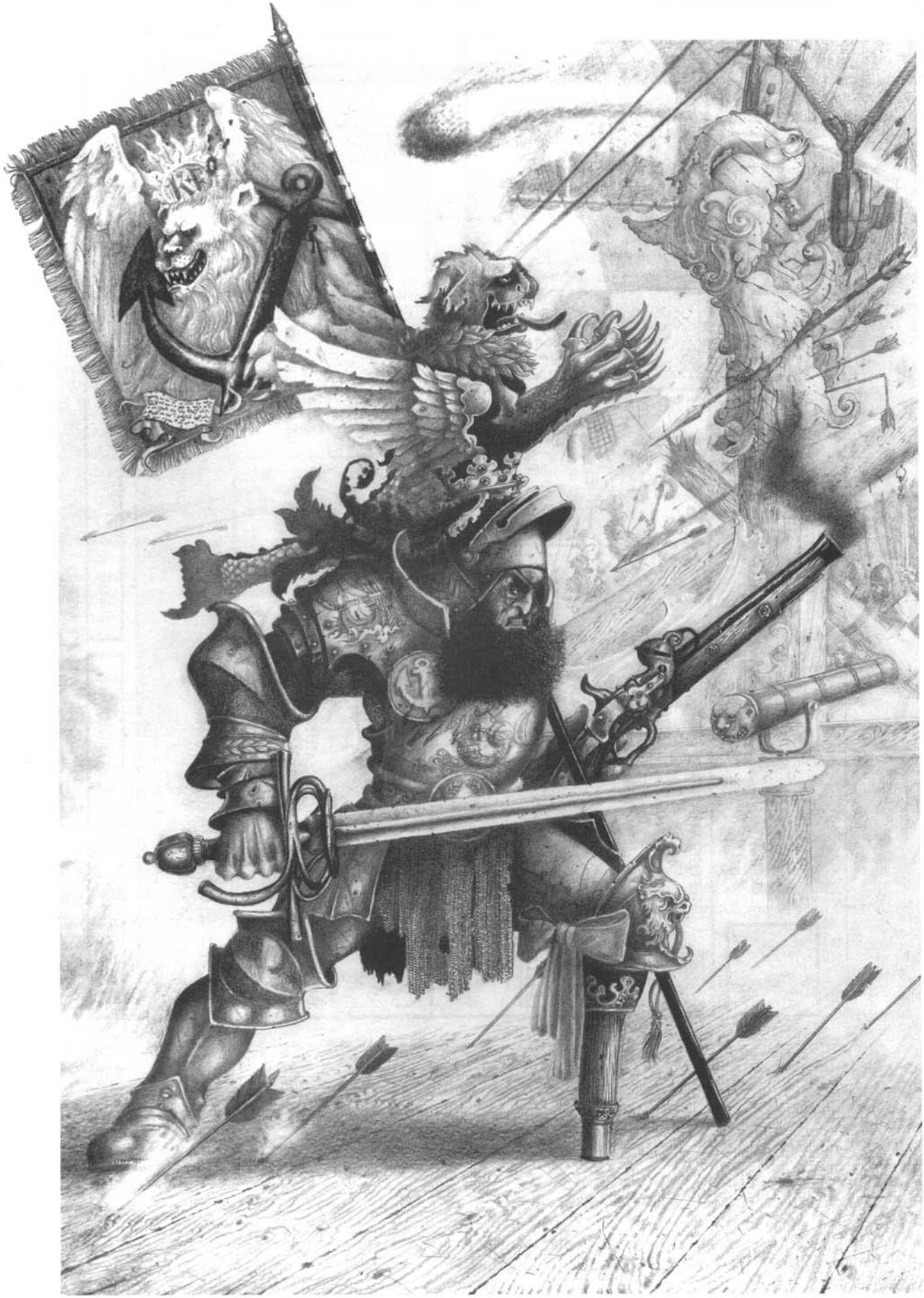
Damaging the Dreadnought's Guns

Turrets: Each turret is an individual gun position, and damage to one doesn't affect the others. When a turret location is damaged, the attacking player chooses which turret in that location is destroyed – the right or the left.

Broadsides: The broadside cannons are mounted in batteries that run the width of the ship, and each hit will destroy guns on both sides of the vessel. Therefore, the first hit on the broadside gun deck location will reduce both broadsides to 1 dice. A second hit will disable both broadsides by a further 1 dice, destroying them.

DWARF FLEET LIST

The Dwarf Fleet List opposite supersedes the one printed in the Man O' War rulebook.



HELL-HAMMER & IRONFIST

Many nations employ specialist vessels to supplement their warships. Such vessels are initially designed for specific purposes such as rapidly getting more troops into contact with the enemy or bombarding the opposing fleet from long range. Often these specialist ships also prove their usefulness in other roles created by imaginative Admirals. Two good examples are the Hell-hammer and the Ironfist.

HELL-HAMMER

The Hell-hammer is a somewhat peculiar adaptation of the highly successful Imperial Wargalley. The Wargalley is one of the finest fighting ships afloat: sturdy enough to withstand a fair amount of damage, propelled by both oar and sail so it may manoeuvre quickly in any weather, holding a sizeable contingent of well-armed sailors, and mounting a formidable barrage of cannon on its foredeck. Although principally used by Imperial fleets, Wargalleys are often captured or built by pirates, and can thus be found prowling seas the world over.

The Hell-hammer takes this sturdy, well-proven design and adds one important modification: an immense gun mounted on its main deck.

Sigismund the Mad, a grey-haired alchemist, scientist and explosives specialist reporting directly to Emperor Karl Franz himself, is reputed to have incepted the concept of the Hell-hammer. It is said it came to him after a visit to the Sunken Vaults of the Dwarf Engineers, deep in the Worlds Edge Mountains.

The massive cannon that the Hell-hammer carries was designed for siege warfare, but not even the greatest war-hôrses of the Empire could pull the weight of the assembled gun-carriage; the cannon kept sinking into the ground and getting hopelessly bogged down. What's more, when fired the cannon shattered its carriage, sending shards of wood and iron flying for hundreds of yards. Understandably, the project was shelved.

Hell-hammer

Undeterred, Sigismund retired to the seclusion of his lofty tower on the outskirts of Middenheim to contemplate the problem. For many nights a dim light could be seen burning from the window in his topmost room. Many days later he emerged, looking very dishevelled, eagerly brandishing a scroll in his right hand. Without stopping to change into more suitable attire, the outlandish-looking scholar set off immediately to present his revised plans to the Emperor.

Sigismund's new design was for the Hell-hammer. Supported by the buoyancy of the sea, the huge cannon sits quite comfortably atop a sturdy Wargalley. The ship's mast is shifted backwards along the deck to accommodate the gun, and heavy iron bands hold it securely in place. Crammed around the massive barrel are ranks of labouring oarsmen, who manoeuvre the ship into position. When fired, the Hell-hammer disappears in a fog of acrid gun smoke, and the almighty crash of the detonation echoes for miles around.

The only problem with the design seemed to be the recoil from the immense barrel – that runs the length of the ship – hurling the galley back in the water, snapping off any oars that hadn't been raised. In fact, during tests, three Hell-hammers managed to run themselves aground by being thrown backwards onto nearby rocks.

Even with these teething troubles, the sheer power of the weapon impressed the Emperor enough to commission a dozen squadrons for the Empire's fleets.

The cannon is so large that its ammunition has to be loaded into the hull by special cranes in the military dockyards of the River Reik. The gun can only be fired a few times each battle, as the ship simply cannot hold many cannonballs of the required size or enough gunpowder to repeatedly fire the cannon. But by far their biggest drawback is the chance that the cannon may misfire – an event almost sure to sink the Hell-hammer. A sobering thought for any Admiral.

On the plus side, even with these limitations, their destructive power at close range is truly awesome: they can easily rend great holes in enemy ships, and often sink the biggest of enemy vessels with a single shot. There is not a single Admiral in the Empire who would not eagerly have a squadron in his fleet.

Tactically, Hell-hammers are often used to lead the fleet into battle and break through the enemy line with a great roar of flame and steel. However, they are not as fast or manoeuvrable as other ships in the fleet, so an Admiral must be careful not to outpace them and leave them lagging at the rear of his formations.

HELL-HAMMER RULES

The following rules apply to the Hell-hammer. Unless specifically contradicted here, all the normal Man O' War rules also apply.

SETTING UP

Take two 'Hell-hammer Reloading' counters for each Hell-hammer in your fleet, and place them on the ships' templates.

Squadron Formation

Hell-hammers are organised into squadrons of 3 vessels.

MOVEMENT

The Hell-hammer can move under oars or sail. You must state at the start of its move which it is moving under. All the rules for sailing and oared movement in the Man O' War game apply.

COMBAT

The Hell-hammer's gun is loaded before the ship leaves port and can only fire 3 times during a game.

Range

The Hell-hammer uses the Elf range ruler, and has the following saving throw modifiers for range:

Range	Distance	Modifier
Close range	0" to 6"	-2
Long range	6" to 12"	-1

Damage

The Hell-hammer's cannonballs are so huge that each time it successfully hits the enemy ship it does 2 points of damage – if the target fails its saving throw, place two damage counters on the location that has been hit. This means that the target automatically takes a critical hit.

Misfires

If you roll a 1 to hit, the Hell-hammer has misfired: roll on the Critical Hit Table and apply the result. Note that unless you roll a 2 on the Critical Hit Table, the cannon location itself is not damaged and may still fire.

Recoil

As soon as the Hell-hammer fires, the massive recoil of its cannon hurls the ship backwards 3". If the Hell-hammer collides with anything as it moves, both ships take a random low area hit (save as normal).

Reloading The Hell-hammer

After the Hell-hammer fires, place one of the 'Hell-hammer Reloading' counters face-up next to the model. This counter stays on until the End Phase of the next turn. The turn after that, the Hell-hammer is fully reloaded and may fire again.

The easiest way to keep track of when to remove a Hell-hammer's counter is as follows: during the End Phase, turn any face-up reloading counters over so that they are face-down, and remove all face-down reloading counters from the table and discard them. This effectively means that each counter is in play for two turns. When a Hell-hammer has no counters left, it is out of ammunition and may not fire again this game.

"Hell's teeth," cursed Admiral Helmut Van Dorf, dourly surveying the approaching Bretonnian fleet from the forecastle of the Altdorf. "What insane plan do you follow now, Le Fevre?"

Van Dorf's Wolfship squadrons sat in implacable lines to port and starboard, their huge batteries of cannon resolutely pointing at the oncoming Bretonnians. A stiff breeze blew in from ahead, whipping the fleet's pennants and flags against their masts. A thousand yards in front, Van Dorf had placed his Wargalleys, their aim to intercept and punch holes in the approaching formations.

Even with his years of experience, it was this moment that Van Dorf feared the most. He knew that the two fleets would clash within minutes, and that there was no turning back from this point. He had committed himself to the fight, and must now trust that the fates would see him through it alive.

The Bretonnian fleet, the wind in their favour, was moving apace towards the waiting Imperial warships. It struck Van Dorf that their formation seemed unconventional, if not suicidal. He had faced Le Fevre and the might of the Bretonnian sea power on a number of former occasions, often at the cost of a sizeable number of Imperial Warships, but hadn't seen a manoeuvre like this before.

Le Fevre had a fearsome reputation, and was the subject of much speculation. His contempt for Imperial seamanship was made plain by regular letters of insult and scorn which he sent to the Imperial Sea Lords, and it was rumoured that his life was charmed. Even aboard the Altdorf, Van Dorf had heard the mutterings about the 'invulnerable Sea-demon' who guarded Le Fevre; more than one man had been flogged soundly for such treasonous outbursts.

All Van Dorf could see of the enemy from his vantage point, high on the Altdorf's forecastle, was a wall of sail – undoubtedly Buccaneers, sailing in line abreast to shield the rest of the Bretonnian fleet from view. All Van Dorf could see of the other ships was the occasional topsail or pennant.

The Wargalleys sat patiently, their captains waiting until the Buccaneers were at point blank range before firing. At that range the iron cannonballs and steel shod rams of their ships would wreak most damage upon their foes. But it was these very Wargalleys that led to Admiral Van Dorf's present concerns. By now, they should be under fire from the catapults of the Buccaneers – an acceptable risk at this stage in the battle. If the Bretonnians left it much longer, the Wargalleys would be too close to be shot by catapult, and then what would the Bretonnians do? Surely Le Fevre, a notoriously cunning Admiral, would never make such a blunder?

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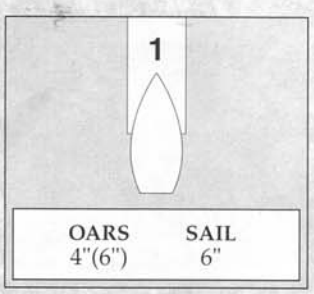
HELL-HAMMER



Move

Oars: 4" (6" straight with no turns). May turn on the spot. Uses ½ move per 90° turn. May reverse up to 2".

Sail: 6"

Weapons

1 Hell-hammer Cannon firing ahead. Cannon may repel boarders.

Special Rules

See text.

Points Cost

150 points per squadron of 3 Hell-hammers

EMPIRE

HELL-HAMMER

SHIP OF THE LINE

CREW 1

4

MAST
Save 5 or 6
Mast lost.
Cannot move under sail.
Any further hits do not cause critical damage.

5

CANNON
Save 4, 5 or 6
Cannon destroyed.
May not fire.

OAR DECK
Save 5 or 6
Oars lost. Cannot move under oars.

6

NO EFFECT

SINKS

BELOW WATERLINE
Save 5 or 6
First hit has no effect.
Second hit sinks ship.

OARS: 4"(6") SAIL: 6" BATTLE HONOURS: 2

BOARDING ACTIONS

During a boarding action from the front a Hell-hammer gets a +2 dice roll modifier in defence, as the Hell-hammer Cannon lets loose an immense amount of Grapeshot compared to normal guns.

BUYING HELL-HAMMERS

Once an Imperial player has chosen the compulsory ships for his fleet, he may spend as many points as he wishes on Hell-hammers, so long as he does not have any more squadrons of Hell-hammers than he has other squadrons of Ships of the Line, and he remains within the points limit agreed on for the battle.

Van Dorf winced as the enemy catapults suddenly opened fire, along with the roar of cannon from unseen ships. Heavy rocks and iron shot fell amongst the Wargalleys, smashing timbers, wrecking oars and sails, and drowning their decks under huge waterspouts.

The damage from the initial salvo was immense, far beyond that which could be inflicted by humble Buccaneers. Van Dorf couldn't understand it – most of the damage was being caused by cannon fire, although no cannon-bearing ships could be seen through the screen of smaller vessels. Even the Bretonnians (who seemed to have scant regard for the small ships they used as protective screens) were not mad enough to unleash cannon fire through their own ships? Yet the Buccaneers came on, undamaged, now almost upon the shell-shocked remnants of the Wargalley squadrons.

Van Dorf slammed his fist into the wooden railing in sudden, shocking realisation. "How could I be so stupid!?!" He screamed at his bemused officers.

"It's these damned renegade Ironfists he has, curse him, and we fell into his trap with never a thought!" Van Dorf grabbed one of his Lieutenants by the collar. "Signal the retreat. Get the Wargalleys away and let him come on."

"But they'll be cut down and destroyed."

"Exactly as I will cut you down if the signal is not swiftly sent," he growled, before turning on another of his officers. "You. Signal the Hell-hammers into place. We must play our secret card sooner than I planned. And make haste man, you're not on parade now!"

IRONFIST

The Ironfist is the second Imperial adaptation of the trusty Wargalley. Most of its hull is taken up with a huge mortar, whose squat muzzle points ominously skyward. Ironfists don't often venture far out to sea as their principal role is the demolition of enemy coastal towns.

Although invented by the scientists of the Empire, Ironfists are used both by and against many of the nations of the Old World, for wherever cities are built beside a river the Ironfist can bring immense firepower to bear from an otherwise inaccessible position.

On occasions, however, Ironfists have been used to great effect in a number of famous sea battles. In such confrontations the Men O' War and Ships of the Line advance towards their prey, while the Ironfists in the rear lay down a screen of heavy duty cannonballs.

As the mortars mounted in the hull of the Ironfists fire almost vertically upwards, and are powered by a great quantity of gunpowder, they are able to shoot over the masts and sails of the ships in front. With skilled gunnery, accurate targeting signals, and a lot of luck, the Ironfists can inflict a great deal of damage upon an enemy they cannot see, while being protected by the ships in front!

IRONFIST RULES

The following rules apply to the Ironfist. Unless specifically contradicted here, all the normal Man O' War rules also apply.

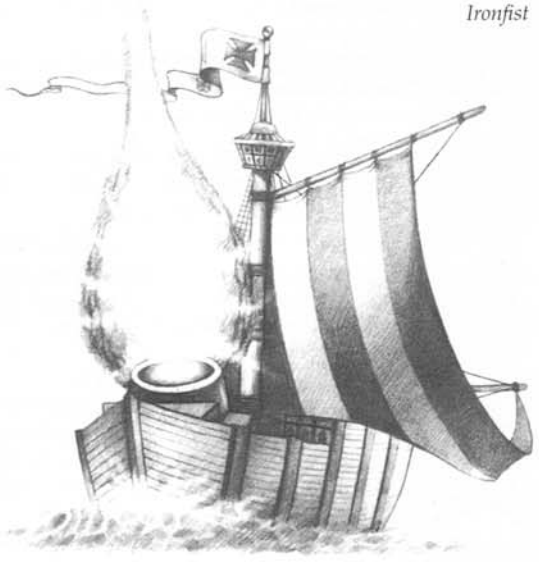
Squadron Formation

Ironfists are organised into squadrons of 3 vessels.

MOVEMENT

The Ironfist can move under oars or sail. You must state at the start of its move which it is moving under. All the rules for sailing and oared movement in the Man O' War game apply.

Ironfist



COMBAT

The Ironfist uses the following special rules for combat. In addition, unless specifically contradicted here, all the normal Man O' War combat rules also apply.

Range

The Ironfist uses the Elf range ruler. However, it may not fire at anything within the first 6" of the range ruler, as its angle of fire would hurl its cannonballs over such a target. To fire at a target, it must lie within the second half of the Elf range ruler (6" to 12" away). As usual, you may not measure the distance to your target before declaring that you are firing on it. If you have unobstructed line of sight to the target, roll to hit as normal.

Note that as cannonballs from an Ironfist descend from above they may not be aimed at low locations.

If you hit the ship, place the 1" Ironfist template over the centre of the target. Any ship that falls under the template, even if only partially, is eligible to take damage. Apply damage to each ship in turn using the special rules below, in the Shot on Target section.

Firing Over Other Ships

Because of its extreme angle of fire, the Ironfist may shoot over other ships and hit a hidden target behind them as long as it is within range. However, if there is another ship or object between the Ironfist and its target, there is a greater chance that the will shot miss. For each shot made at such a target, roll a dice for deviation on the following table:

Roll	Result
1	The shot falls 1-6" short.
2-5	The shot is directly on target.
6	The shot falls 1-6" too far.

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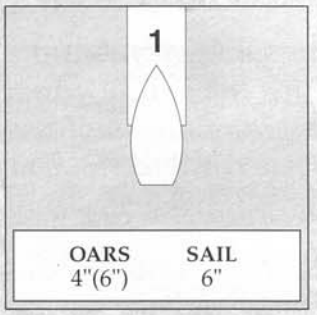
IRONFIST



Move

Oars: 4" (6" straight with no turns). May turn on the spot. Uses ½ move per 90° turn. May reverse up to 2".

Sail: 6"

Weapons

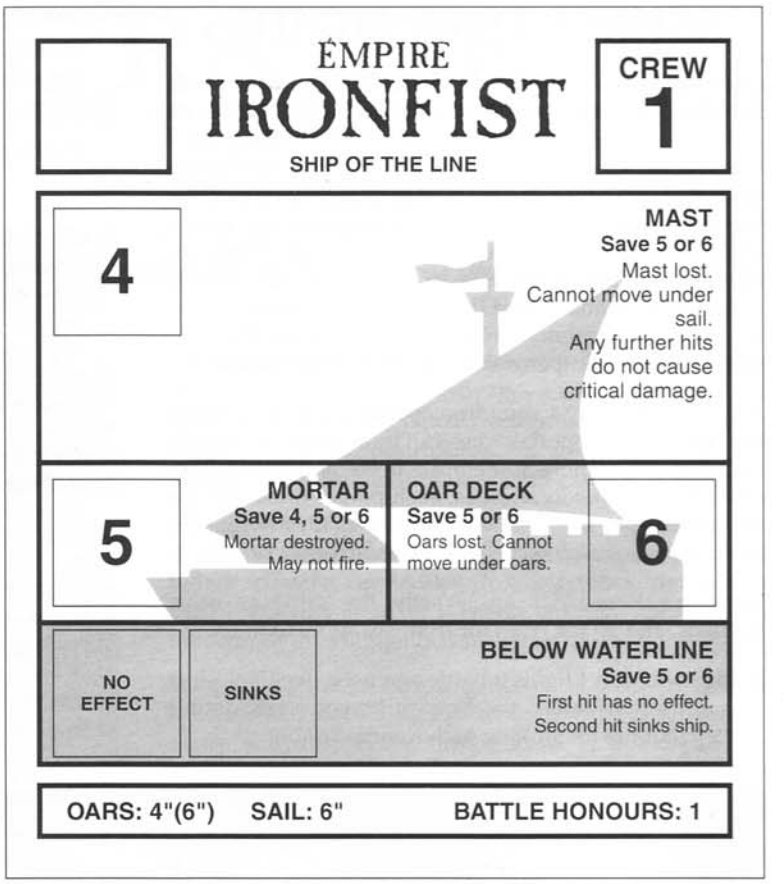
1 mortar firing ahead.

Special Rules

Mortar fires as catapult; see text.

Points Cost

75 points per squadron of 3 Ironfists



Notice that this means that the Ironfist can fire up to 18" by firing at a ship at the very edge of the range ruler, 12" away, and overshooting by 6".

Note that the target must be a ship, a shorefort or another valid target: it is definitely cheating to fire at an empty area of sea at the very edge of the range rule (12" away), hoping that the cannonball will overshoot and hit your intended target that lies beyond that distance.

Shot On Target

If you are on target, roll a dice to hit as normal.

If the targeted location fails its saving throw, it is destroyed and the cannonball crashes down to the location below. This location also gets a saving throw, adding +1 to the dice roll because of the diminished force of the shot. If this second location fails and is destroyed, the cannonball continues down to the next location. The cannonball only stops when a location makes its saving throw, or the shot hits a below the waterline location. Each time the cannonball plummets downward, the new location gets an additional +1 to its saving throw.

If there is a choice of two areas for the cannonball to enter, roll a dice to decide between them: on a 1-3 the shot enters the left area, while on a 5-6 it enters the right area. If the cannonball enters an area that is already destroyed, it is ignored and the shot passes straight through and onto the next area.

If the cannonball reaches the below the waterline area and the ship fails its below the waterline saving throw, the ship takes a point of damage to that location as the cannonball passes straight through the ship.

Shot Off Target

If you missed, measure, in a straight line, the number of inches the shot has landed long or short from the nominated target and place the Ironfist template there. If there is any part of another ship under the template, that ship is hit instead. If the template covers more than one ship, all ships are eligible to take damage.

BOARDING ACTIONS

The mortar may not be loaded with grapeshot, and therefore has no effect on boarding actions.

BUYING IRONFISTS

You may include Ironfists in any Empire fleet.

Once a player has chosen the compulsory ships for his fleet, he may spend as many points as he wishes on Ironfists, so long as he does not have more squadrons of Ironfists than he has other squadrons of Ships of the Line, and he remains within the points limit agreed on for the battle.

Ironfist Template

SCHMIDT'S RENEGADES

Commander Seigfried Schmidt, Imperial Ironfist Squadron Leader, vanished with his ships while on convoy duty bound for Araby. Since then, there have been unsubstantiated reports of Imperial Renegades wreaking havoc from the Sea of Claws to the Great Western Ocean. How many of these stories are true is unknown, but the prospects of Imperial turncoats fighting against their former comrades has greatly angered and embarrassed the Emperor Karl Franz. There is a reward of promotion, glory and gold for the man who brings the Emperor the head of Seigfried Schmidt!

Any fleet may buy 1 squadron of Ironfists that represent the renegade Imperial vessels. If a battle is fought between two or more non-empire fleets, and each wishes to field Schmidt's Renegades, each player must roll one dice; the highest score fields the renegades, while the loser or losers must spend the points on other vessels.

Schmidt's Renegades are exactly the same as other Ironfists, and all the rules for Ironfists apply to them.

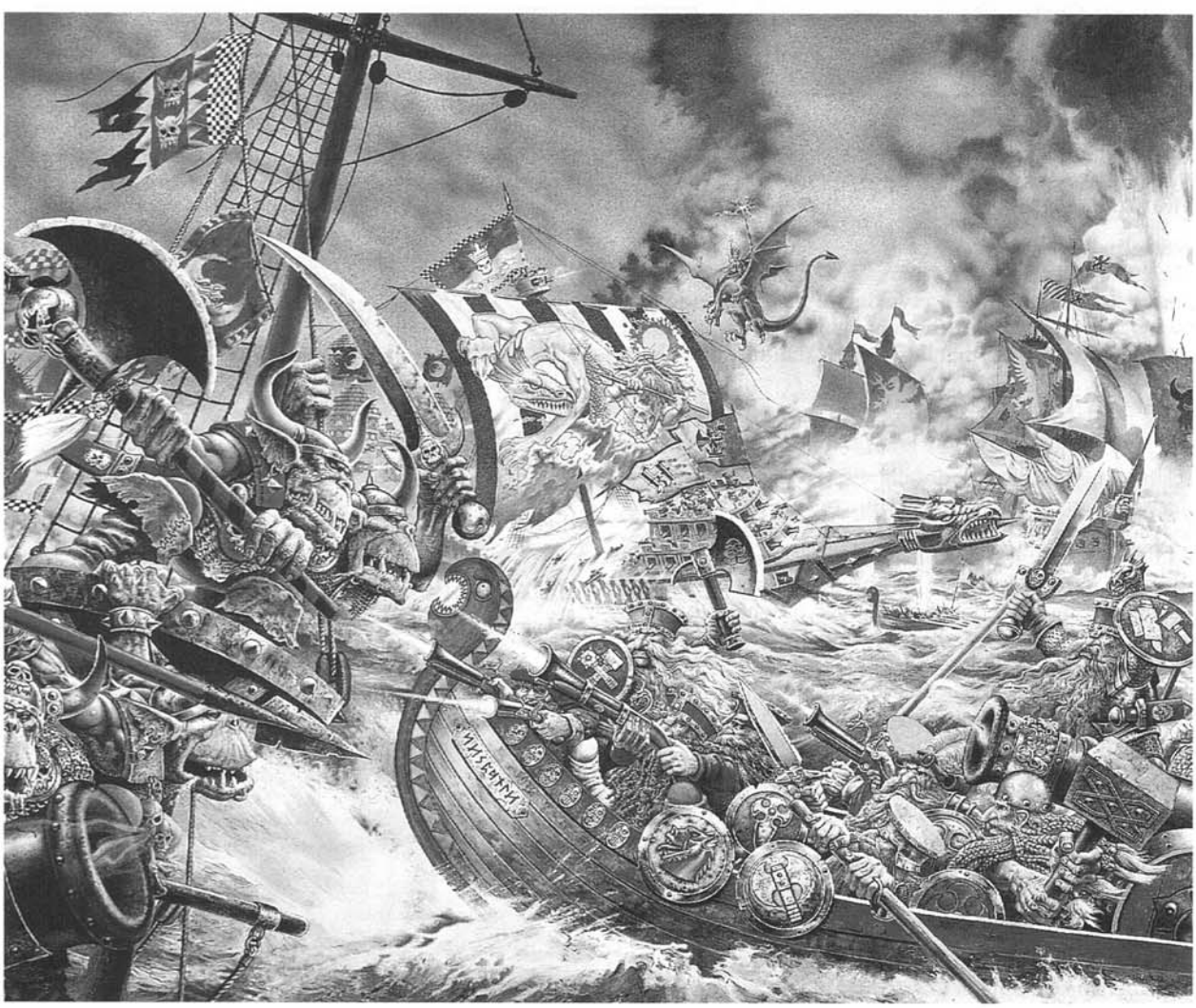
If an Empire fleet fights a battle against a fleet including Schmidt's Renegades, the Empire player earns double Battle Honours for sinking each Renegade ship.

The return fire signal-flags were already flying as Van Dorf turned back to view the battle. "See how you like my ship killers, Le Fevre. Laugh while you can..."

The Wargalleys were now in full retreat. The Bretonnians were hard upon them, breaking ranks and surging forwards as they sensed their victims' despair. For the first time in the battle the graceful Corsairs were in plain sight, wheeling their lines to port and starboard as they closed with the Imperial Wolfships, revealing the Ironfists nestling behind. Between them, in the centre of the fleet, stood the Couer de Lion. This was the flagship of the Bretonnian fleet, scourge of the Imperial trade routes and the ship upon which stood Admiral Le Fevre.

Then the Wolfships parted, and the hidden squadrons of Hell-hammers surged forwards. Each had a huge iron cannon running the entire length of each ship, and every one of them pointed at the Couer de Lion.

"Now, Le Fevre!" shouted Van Dorf as the great cannons roared, obscuring everything in a flare of fire and clouds of black smoke. "Now your scheming, arrogant presumption of my ineptitude will finally be your undoing... and your death!"



NORSE RAIDERS

The northern regions of the Old World suffer from extremes of climate and geography unlike anywhere else. The dense dark forests, high barren mountains, icy seas and long winter nights conspire to make life here both hard and short. This cruel land is home to the Norse – a race of men that are as fierce, brutal and unforgiving as the landscape itself.

Because little grows upon the rocky soil of the North, the Norse have traditionally turned to the sea for their livelihood. Their Kingships and Longships set out for the shores of Albion, the coasts of the Old World, and even further afield, bringing warriors to pillage and extort what they require.

Occasionally they will trade with other races, or hire themselves out as mercenaries in return for goods, but most of the time they will simply fight to get what they want. It is said that the Norse love war, song and ale; but most of all they love war.

Old Worlders tell horrifying tales of these berserk warriors from over the Sea of Claws, looting and burning from their dragon-headed vessels, and ravaging the northern coasts of The Empire and Kislev.

Leaning far out over the Dragonprow of his Kingship, Ulfric Grondal shielded his eyes from the spray and pulled his furs around him. Four months earlier he and three other captains had set sail from Norsca in search of booty, plunder and more hospitable climes; three Kingships crammed with proud Norse warriors and their war gear, with enough supplies to last any eventuality. The Legends of the Southlands beckoned them, telling of riches beyond measure that were theirs for the taking.

No one could have foreseen the wild shifts in temperature and the changes in the weather as the ships had skirted the Seas of Chaos, nor the all-consuming storms which ravaged the fleet, ripping sails from masts and snapping oars as if they were matchwood. No one had expected the distorting effects of these dread waters on the fabric of time itself and its effect on the men. The three ships had drifted through storms and had been becalmed for months.

Disorientated, tired and hungry, the proud warriors had run the gamut of emotion from frustration and wild-eyed anger, to despair and hopelessness. Now all thought of The Southlands were gone from their minds. Their only hope lay in finding land – any land. After months at sea, the Norsemen resembled wildmen or animals: their furs were matted, their chainmail battered and rusty, their faces weather-beaten, and their hair straggling and unkempt.

Squinting through the murky fog bank, Ulfric's suspicions were confirmed: he spotted the hazy outline of a headland, no more than two leagues distant. Turning to face his crew, he cupped weather-calloused hands in front of his mouth to help his words carry over the crash of the waves and the harsh shrieking of the wind

"Land ahead lads. Make fast for beaching."

The Norse are known as excellent sailors and fearless warriors, given to great voyages and adventures; the most wayward of the Norse raiders have sailed as far as Ulthuan and The Southlands, bringing home tales of strange lands, immeasurable wealth and wild creatures.

The Norsemen's skills make them ideal recruits for any navy; Norse warriors are found fighting for the highest bidder in many sea battles. A Norseman's first love is battle, whether it is as a mercenary, an ally, or as a follower of the Plaguefleets of Chaos.

Longships excel in boarding action and are fairly fast, being able to move under both oars and sail. Each carries many warriors; every man aboard is a bloodthirsty fighter able to turn his hand equally to oar or sword. The Norse scorn the use of cannons aboard ships, keeping them as light as possible for greater manoeuvrability.

NORSE SHIPS

Norse ships make a useful addition to your warfleet if you plan to get stuck in to some heavyweight boarding actions. They are generally used as allies for other races, but if you want to have a fleet made up entirely of Norse ships, we have included a Norse Fleet List. There are two types of Norse ship: the Kingship, which is a Man O' War, and the Longship, which is a Ship of the Line. They are similar in appearance, but the Kingship is much more powerful in battle.

Unless specifically contradicted here, all the normal Man O' War rules apply to Norse ships.

MOVEMENT

Norse ships have a very shallow draft. They can sail in dangerously shallow waters, and beach on remote shores without damaging their hulls. To represent this, the normal rules for running aground are slightly different for Norse ships.

If a Norse ship passes over any part of a sandbank, rocks, a coastal section or an island, it must end its movement for that turn and you must make a below the waterline saving throw. If you fail, you must roll on the following table.

Roll	Damage taken by Norse ship
1	2 below the waterline hits.
2-5	1 below the waterline hit.
6	No damage.

Any Norse ship that starts the battle phase aground may attempt to move off by rolling a dice: on a score of 3 or more the ship may move away freely. If you roll 1 or 2 the ship is stuck fast and stays where it is. It doesn't take any more damage and may try and move again next turn.

COMBAT

Norse ships have no ranged weapons at all, so all they can do during the battle phase is move and board other ships. As it happens, they are very good at boarding actions.

KINGSHIPS

Kingship crews are made up of a number of different warrior classes, though all are soldiers first, sailors second. This doesn't mean that they are poor sailors – far from it; the Norse are amongst the most accomplished seafarers in the Known World. What it does mean is that given the choice between a long voyage or taking part in a bloodthirsty battle, the fight would win every time.

Norsemen who take to the seas in search of treasure, glory and war are usually from one of the following four warrior classes: Ulfwerener, Berserkers, Bondsmen or Huscarls.

The Norse warrior counters supplied replace the normal Man O' War crew counters, which are not used for Norse Kingships.

NORSE KINGSHIP

Weapons

None

Special Rules

The crew of a Kingship are variable: see *Norse Crews and Boarding Actions* in the main rules.

If a Kingship runs aground and fails a below the waterline saving throw, roll on the following table:

1	Takes 2 below the waterline hits.
2-5	Takes 1 below the waterline hit.
6	No Damage.

The Kingship must then roll a 3 or more to move away freely.

Norse Longship

Norse warrior counters act in exactly the same way as crew counters, in that each adds +1 to your boarding action dice roll, but they also add additional bonuses as detailed below.

Note that anything that affects a crew counter in the Man O' War game, such as magic or critical hits, will affect a Norse warrior counter in the same way. With the exception of their special rules, they are the same as normal crew counters.

Ulfwerener

Ulfwerener means 'Wolf Warriors', and is the word used by the Norse to describe those members of their society who are able to transform their shape into a grotesque half-man half-wolf. Such individuals are quite common in northern Norsca, where whole families of these werewolves live in forest settlements.

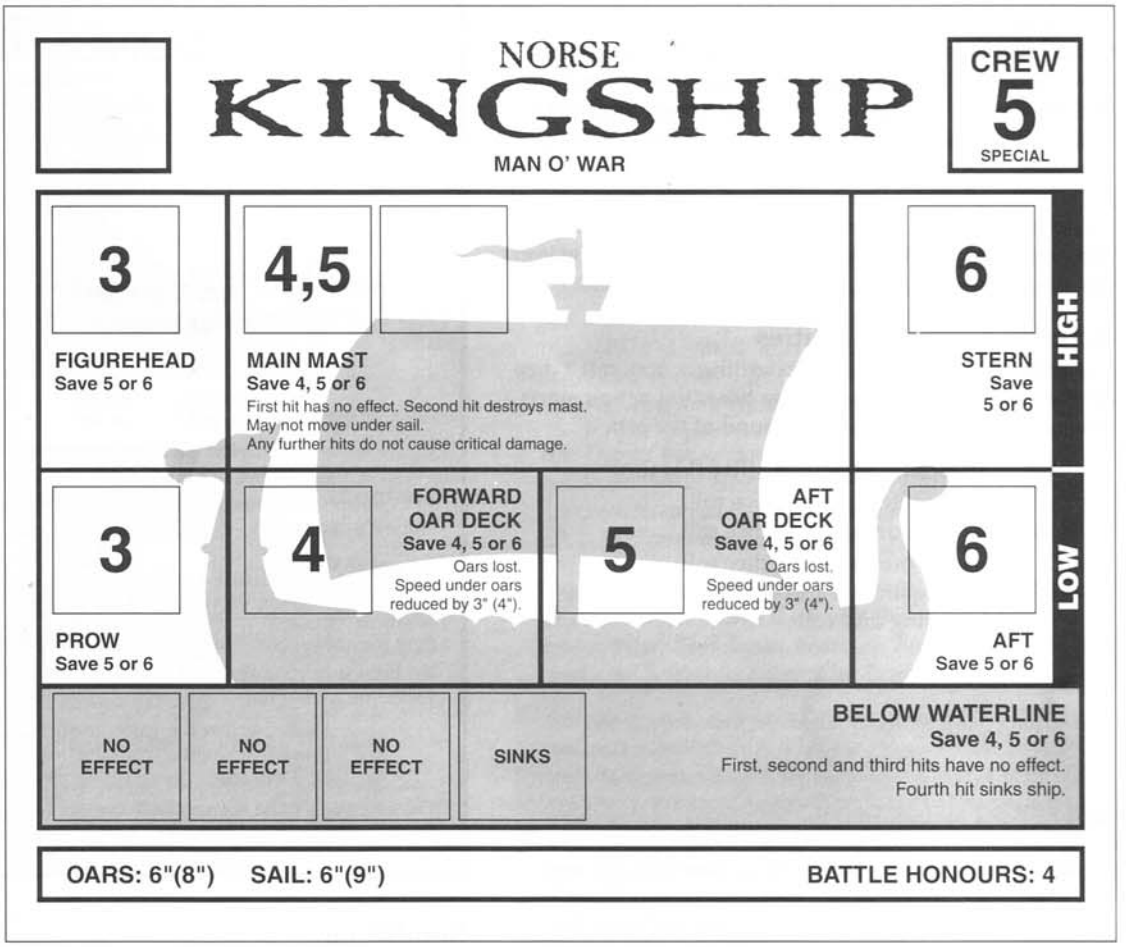
Ulfwerener are much feared throughout the Warhammer World as fearsome fighters, whether in man or wolf form. The black and terrible deeds of the Ulfwerener over the years have led to many of the horror stories about the Norse, and have given them a well-deserved reputation for ferocity in battle.

Ulfwerener Special Abilities

If the Ulfwerener are leading a boarding action, roll a dice.

On a 1, 2 or 3 they enter the battle as normal crew, and have no extra effect on the result of the boarding dice rolls.

On a 4, 5 or 6 they leap onto the enemy vessel as ravening, slavering giant wolves, and add +1 to your boarding dice rolls. In addition, your opponent must roll a dice for each of his crew counterss. On a score of 1 it jumps overboard to escape the wolves and is discarded.



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The words had a profound effect on the crew; where there had been tired, beaten men, rowing mechanically with no aim or direction, now there were ranks of steely-eyed warriors, shrugging off their fatigue as if waking from a terrible dream.

A wild-looking warrior, clad in thick, matted pelts leapt up beside Ulfric.

"Where are we by your reckoning, Lord?" he addressed Ulfric. His eyes gleamed in anticipation

Ulfric pointed toward the land, now scarcely ten ships lengths away, before replying in a fierce whisper.

"I know not, Haftagg, but be sure that whatever lives on these accursed shores will feel the wrath of the Ulfwerener before the day is out."

Haftagg grinned wildly, revealing sharply-pointed canine teeth. Throwing his head back, he let out an ear-splitting howl – a feral hunting scream to any that might hear. As one voice his hunting pack in the bows replied, and the sound of howling carried over the water from the two other Longships.

Soon swords were drawn and shields buckled on, with all thoughts of fatigue or despair forgotten. The Berserkers were nearly uncontrollable, their hideous warcries joining with the rising battlesong of the Huscarls and Bondsmen standing ready at their battlestations.

As the hulls of the ships grated on the sands, Ulfric could see no sign that any alert had been raised by the inhabitants of this gloomy island. The Norse warriors leapt over the side into the freezing, waist high waters as the ships ground to a stop.

Fog swirled about them, and a sharp tide tugged at his legs, but Ulfric laughed and led his men up the beach towards the lights. With swords drawn, and battle lust coursing through their veins, they ran.

There were over a hundred Norse Warriors in all – as fine a fighting force as would be seen anywhere in the Known World. The shadowy forms of the werewolves bounded ahead of the main force, closely followed by the screaming, enraged Berserkers.

The lights of the building loomed near, and through the fog Ulfric discerned a wall. Beyond it huddled what could be a monastery. Pale lights gleamed in the windows and a sad, mournful chanting carried on the wet air. Ulfric urged the Berserkers to smash down the stout gates.

"Take the gold from their foul Gods and sack the monastery. It is their curse which has caused us such hardship, and now they must pay!" Ulfric's voice was a frenzied roar, urging his warriors to heedless violence and retribution.

Berserkers

These lawless, near uncontrollable, warriors are considered maladjusted even by other Norse Warriors. Before a fight, the Berserkers work themselves into a battle frenzy, ripping and biting at their own clothes and war-gear. In this state they are highly dangerous – not only to the enemy, but sometimes to their own side! A ship that has both Ulfwerener and Berserkers aboard is a fearsome opponent indeed, and any ship coming too close is likely to be boarded and captured with ease.

Berserker Special Abilities

If the Berserkers are leading a boarding action, roll a dice on the following table before the boarding action starts, and again for each subsequent round of the action.

Roll	Berserker Special Ability this turn
1-2	-1 to your boarding dice roll.
3-4	+1 to your boarding dice roll.
5	+2 to your boarding dice roll.
6	Roll again and add that number to your boarding dice roll

The gates collapsed inward under the force of the blows, and the Norsemen streamed into the darkened courtyard beyond. Dimly lit figures emerged from the building, their heads bent as if in prayer. Not one of the Norsemen noticed the great gates swing shut behind them, so intent were they on revenge.

Ulfric ran at the head of the Berserkers, screaming with rage and hate. Reaching the cowled figures, his great sword fell in a glittering arc, as it thudded into them again and again. In a few seconds it was done; Ulfric and his men stood panting amongst the bodies of the priests, the mist swirling about them.

"Now," rasped Ulfric. "Now we burn the monastery and take the gold within. Geimdall, you and your Huscarls, take the..."

Ulfric's voice was cut off abruptly as he felt something cold and hard grab his leg. He stabbed at it with his sword. Then the fog cleared for a moment, and Ulfric screamed. He stared at the rictus grin of a long dead skeleton, whose grasping fingers had a firm grip on his ankle. Around him, the cowled corpses began to move. His men backed off, fear in their eyes.

Around the Norsemen the earth was moving, fingers poking through the soft soil like worms surfacing after a rainshower.

"Make for the ships. This is the island of the Lord Morr himself," Ulfric shouted.

He knew he had to stop the retreat becoming a rout. Grabbing the skeletal hand at his ankle free, he held it aloft and hurled it into the air.

"Stick together, for our swords smash bone as well as flesh," he shouted, grinning at the nearest warriors. Taking heart, they re-grouped and began a swift retreat to the gates.

But the gates had locked behind them, and this time, Ulfric realised they would not open so easily. All around, cowled figures staggered towards them through the fog.

"Form a shield wall," he cried. "If we are to die, let us go to the Gods with honour, standing on a pile of bones and broken skulls. Unfurl the banner and sound the Warcry; we are Norsemen and will not be taken easily!"

NORSE LONGSHIP

Weapons

None.

Special Rules

A squadron of Longships may be lashed together to count as one ship in boarding actions. When like this, they may only move under sail, and at 4" per turn.

If a Longship runs aground and fails a below the waterline saving throw, roll on the following table:

1	Takes 2 below the waterline hits.
2-5	Takes 1 below the waterline hit.
6	No Damage.

The Longship must then roll a 3 or more to move away freely.

Bondsmen

Bondsmen normally make up the majority of warriors aboard a Longship. They are fierce fighters, and show few qualms about laying down their lives in battle.

Bondsmen Special Abilities

If they are leading the combat, Bondsmen give an additional +1 to your boarding dice rolls, whether the Norse are attacking or defending.

Huscarls

Huscarls are the household troops of the Norse Lords. They are maintained and well equipped by their masters, and are fiercely loyal and frenzied fighters. When a Norse Lord takes to the sea, his Huscarls will go with him. They fight alongside him and share his fortune, be it good or bad. Huscarls are the defenders of their household banners, and will fight with grim determination to repulse anyone who boards their Lord's ship, giving no thought to their own lives in their efforts to destroy their adversaries.

Huscarl Special Abilities

Huscarls give a +1 to boarding dice rolls whilst leading an attack, and +3 when leading a defence.

USING NORSE WARRIOR COUNTERS

At the start of a game, separate the Norse warrior counters and place them in a cup. Give the cup a good shake to shuffle up the counters, and then take four for each Kingship in your fleet.

Before a boarding action, choose one of the counters. This is the warrior class that is leading the fight. The crew get the benefit of this warrior class' special abilities during the combat, whether it is an attack or a defence. (The boarding party get the normal dice roll plus their number as usual, plus the special ability of the leading warrior class.)

For example: a Longship has four Norse warrior counters: 2 Berserkers, 1 Huscarls and 1 Bondsmen.

During the game, it attempts to board an Empire Wolfship from the starboard side; the Norse player decides that the Berserkers will lead the attack.

The Norse player gets a dice+4 (1 for each Norse warrior counter in the attack), and rolls a 3, giving a total of 7. He rolls another dice to see what effect the Berserkers have on this total; the result is 4, which means the Berserkers give an extra +1 to the boarding dice roll, for a total of 8.

The Empire player gets a dice +3 (because he has only 3 crew counters), and rolls 4; adding +1 for the broadside cannons, he therefore has a total score of 8.

The combat is a draw and both players lose one crew counter. As the Berserkers were leading the attack, the Norse player must discard one of his Berserker counters.

The initiative passes to the Empire player who decides to counterboard the longship. He rolls of 3, adds +2 for his remaining crew counters, giving a total of 5. (Note that as he is attacking, he may no longer add +1 for the cannons.)

The Norse player decides to lead the defence with his Huscarls. He gets a dice +3 for the number of Norse warrior counters he has left, plus another +3 for the Huscarls' special defensive ability. He rolls a 5, which gives him a total of 11.

The Norse win the round and the Empire player loses another crew counter.

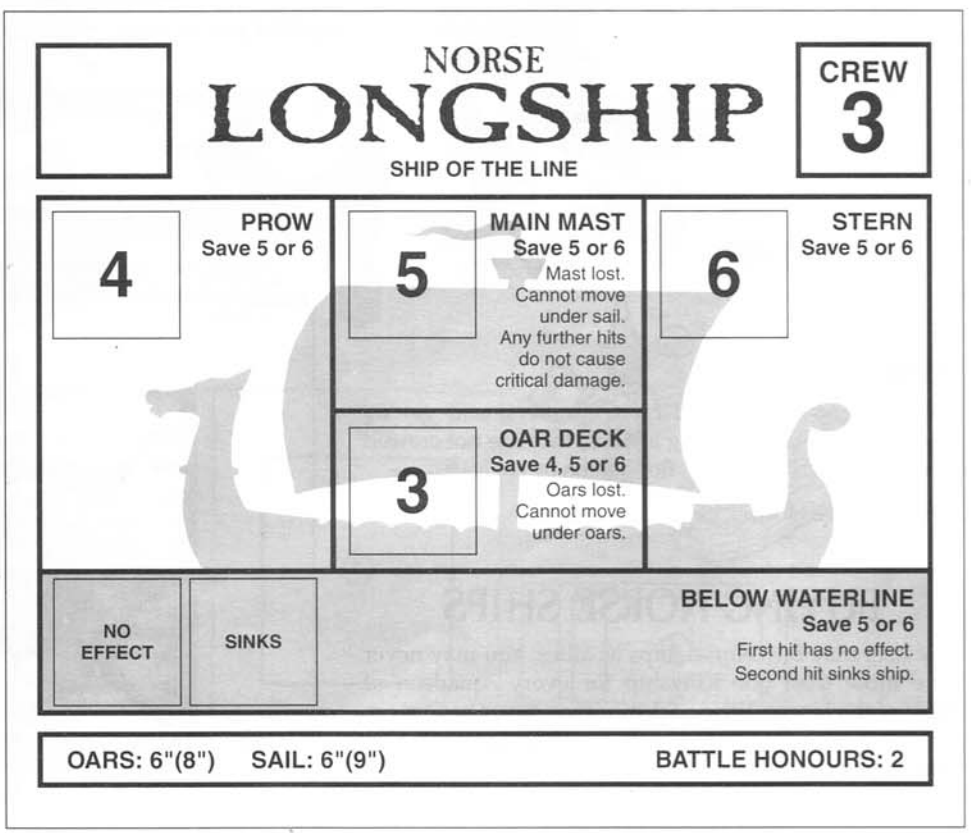
The Norse player decides to go on the offensive again, this time with his remaining Berserkers leading the attack. He gets a dice +3 for his remaining Norse warrior counters, and rolls a 3, for a total of 6. Rolling a dice for the Berserkers, he gets a 5. This gives him another +2 to his boarding dice, for a grand total of 8.

The Empire player now gets a dice +1, as he only has 1 crew counter left. He rolls a 5, which gives him a total of 6. Although he can add +1 to this for his cannons, giving him a 7, he still loses the fight.

The Empire player is beaten and the Wolfship is captured; the Norse player boards it with his Bondsmen and captures it as a prize. This leaves him with his Huscarls and his remaining Berserkers onboard his Longship.

LONGSHIPS

Longships are Norse Ships of the Line that are crewed by Thralls - the lower class of the Norse. Despite their lowly status, Thralls are as bloodthirsty as the rest of Norse



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society, and relish the chance to suspend the monotony of their daily life for the excitement of battle. When the Norse organise themselves for a major battle, and launch a full scale warfleet, it is the Thralls that make up the bulk of the fighting troops in the fleet.

LONGSHIP SPECIAL RULES

Longships are bought as a squadron of three ships. A squadron of Longships may lash their vessels together to make a kind of fighting platform. To do this, all the ships in the squadron must be touching each other at the end of the battle phase. At the start of their next turn they are considered to be lashed together. While lashed together, a squadron of Longships may not move under oars and has a sailing speed of 4".

In a boarding action all the ship's crews fight together: three ships lashed together will have nine crew counters in total, for example. Ships that are lashed together must be boarded as one vessel - you cannot capture one of them independently of the rest. However, each ship may be individually fired at and sunk, within the normal limitations for line of sight, etc.

If a Longship that is lashed to other Longships is sunk, its crew may move across onto any of the other ships in the group as long as there is room for them – i.e. at least one of the other ships in the group is at less than full crew strength.

BOARDING ACTIONS

Longships have 3 normal crew counters, and get no special bonuses in boarding actions; they are not crewed by Ulfwerener, Berserkers, Bondsmen or Huscarls.

Longships are worth 2 battle honours.

BUYING NORSE SHIPS

Any fleet may buy Norse ships as allies. You may never have more than one Kingship for every squadron of Ships of the Line in your fleet. You may never have more than one squadron of Longships for each Man O' War in your fleet.

If you would like a complete Norse Fleet you may use the Fleet List opposite.

NORSE FLEET

A Norse Fleet may consist of the following:

Admiral's Flagship: 1

The fleet must have at least one Kingship to be your Admiral's Flagship.

The Admiral's Kingship is the same as the other Kingships in the fleet, except that it has 5 Norse warrior counters.

Cost: 100 points

Men O' War: 1+

At least one Kingship.

You cannot have more Kingships than you have Ship of the Line squadrons.

Cost: 100 points per Kingship.

Ship of the Line Squadrons: 1+

At least one squadron of three Longships.

You cannot have more squadrons of Longships than you have Men O' War.

Cost: 150 points per squadron.

Wizard: 1

Cost: Variable – see *Wizards and Magic*.

Admiral: 1

Cost: Free.

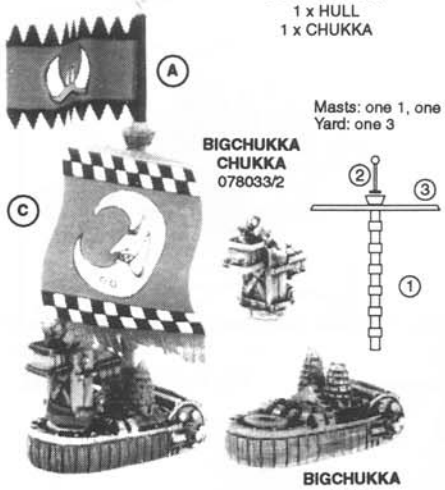
Men O' War Cards: 1+

Cost: 1st card free with the Admiral's Flagship, subsequent cards at 25 points per card.

ORC WARSHIPS

BIGCHUKKA

THE COMPLETE BIGCHUKKA
CONSISTS OF:
1 x HULL
1 x CHUKKA



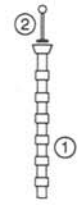
BIGCHUKKA
CHUKKA
078033/2

BIGCHUKKA
HULL
078033/1

DRILLA KILLA

THE COMPLETE DRILLA KILLA
CONSISTS OF:
1 x HULL
1 x TREADWHEEL

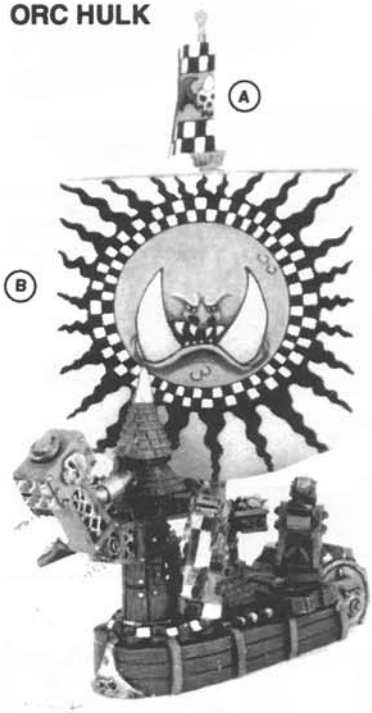
Masts: one 1, one 2



DRILLA KILLA
TREADWHEEL
078032/2

DRILLA KILLA
HULL
078032/1

ORC HULK



ORC HULK
HULL
078031/1

THE COMPLETE ORC HULK
CONSISTS OF:
1 x CHUKKA PLATFORM
1 x SMASH HAMMER
2 x IRON CLAWZ
2 x CHUKKA
1 x HULL

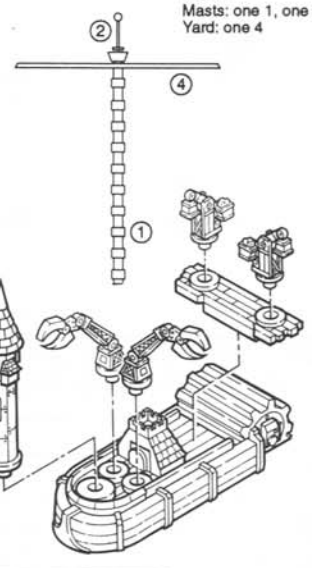
ORC HULK
CHUKKA PLATFORM
078031/5

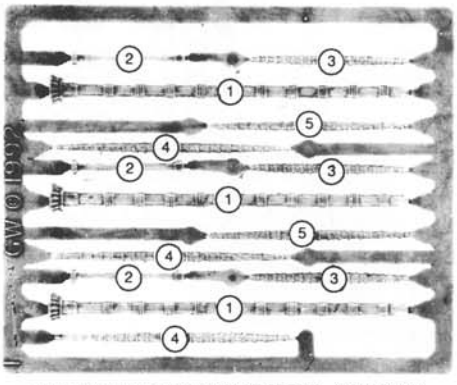
ORC HULK
IRON CLAWZ
078031/4

ORC HULK
SMASH HAMMER
078031/3

ORC HULK
CHUKKA
078031/2

Hulk
Masts: one 1, one 2
Yard: one 4





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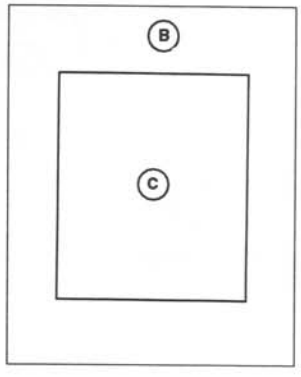
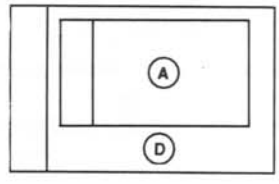




MAN O' WAR PLASTIC MAST SPRUE MOW PLA/2

THE DIAGRAM ABOVE ILLUSTRATES THE CORRECT LENGTH FOR EACH MAST AND THE TYPE AND NUMBER OF YARD ARMS.
THE SAILS AND PENNANTS ABOVE MAY BE PHOTOCOPIED, CUT OUT, PAINTED AND STUCK ONTO YOUR MINIATURES.
PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY.

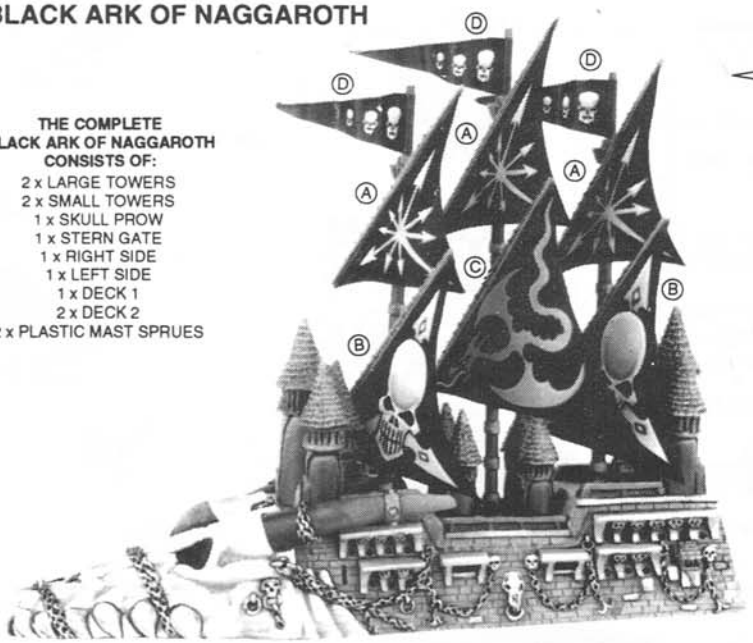
Designed by Kev Adams and Norman Swales

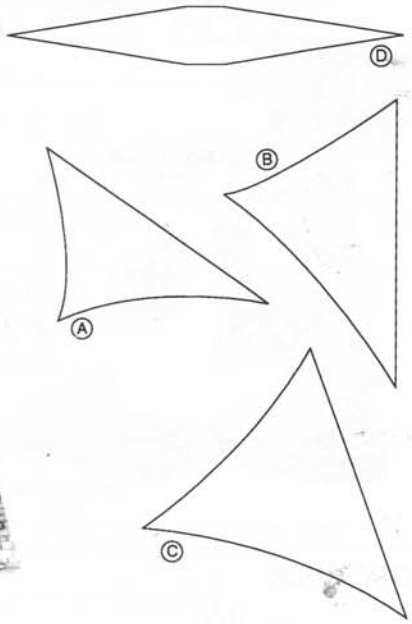
DARK ELF WARSHIPS

BLACK ARK OF NAGGAROTH

THE COMPLETE BLACK ARK OF NAGGAROTH CONSISTS OF:

2 x LARGE TOWERS
2 x SMALL TOWERS
1 x SKULL PROW
1 x STERN GATE
1 x RIGHT SIDE
1 x LEFT SIDE
1 x DECK 1
2 x DECK 2
2 x PLASTIC MAST SPRUES



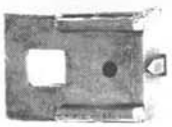


EXAMPLE OF COMPLETED AND FULLY PAINTED BLACK ARK OF NAGGAROTH

SKULL PROW
78021/1

BLACK ARK SMALL TOWER
78021/5

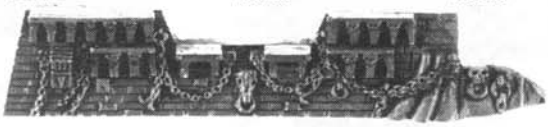
BLACK ARK LARGE TOWER
78021/4



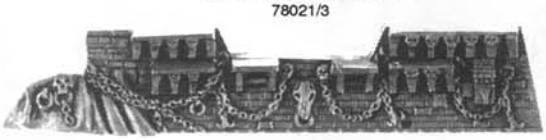
BLACK ARK DECK 2
78021/8

BLACK ARK DECK 1
78021/7

BLACK ARK STERN GATE
78021/6

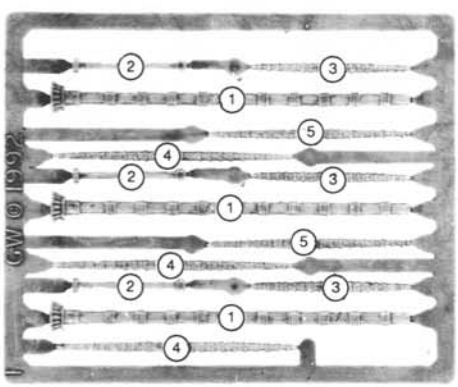


BLACK ARK RIGHT SIDE
78021/3

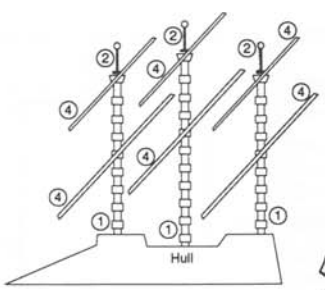


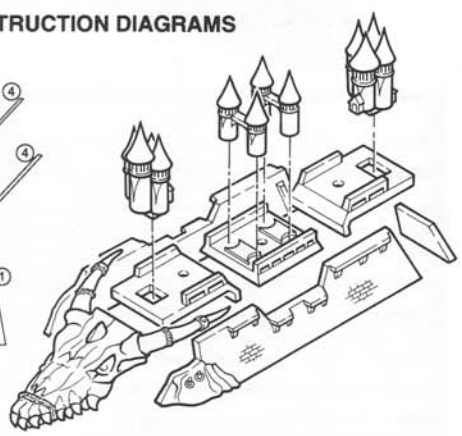
BLACK ARK LEFT SIDE
78021/2

SHIP CONSTRUCTION DIAGRAMS



MAN O' WAR PLASTIC MAST SPRUE MOW PLA/2





THE DIAGRAM ABOVE ILLUSTRATES THE CORRECT LENGTH FOR EACH MAST AND THE TYPE AND NUMBER OF YARD ARMS.

THE SAILS AND PENNANTS ABOVE MAY BE PHOTOCOPIED, CUT OUT, PAINTED AND STUCK ONTO YOUR MINIATURES.
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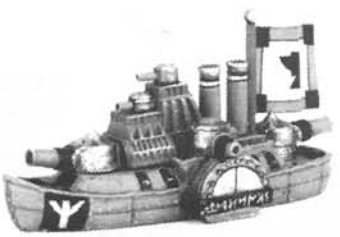
Designed by Norman Swales and Michael Perry

DWARF WARSHIPS

DWARF IRONCLAD

A DWARF IRONCLAD CONSISTS OF:
1 x HULL
1 x BRIDGE
1x FUNNELS

ALL DWARF WARSHIPS ARE SUPPLIED WITH 1 PLASTIC MAST SPRUE



EXAMPLE OF COMPLETED AND FULLY PAINTED IRONCLAD

IRONCLAD BRIDGE
0414/3

IRONCLAD HULL
0414/1

IRONCLAD FUNNELS
0414/2

DWARF MONITOR

A DWARF MONITOR CONSISTS OF:
1 x HULL
1 x BRIDGE

EXAMPLE OF COMPLETED AND FULLY PAINTED MONITOR

MONITOR BRIDGE
0416/5

MONITOR HULL
0416/4

DWARF NAUTILUS

DWARF NAUTILUS
0415/6

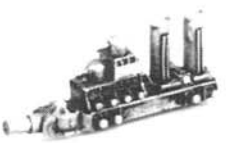
DWARF DREADNOUGHT

EXAMPLE OF COMPLETED AND FULLY PAINTED DWARF DREADNOUGHT

THE COMPLETE DWARF DREADNOUGHT CONSISTS OF:
1 x LEFT BRIDGE
1 x RIGHT BRIDGE
1 x HULL

DREADNOUGHT RIGHT BRIDGE
0417/3

DREADNOUGHT HULL
0417/1



DREADNOUGHT LEFT BRIDGE
0417/2

Designed by Norman Swales

DARK ELF WARSHIPS

DARK ELF DEATH FORTRESS

DEATH FORTRESS
78022

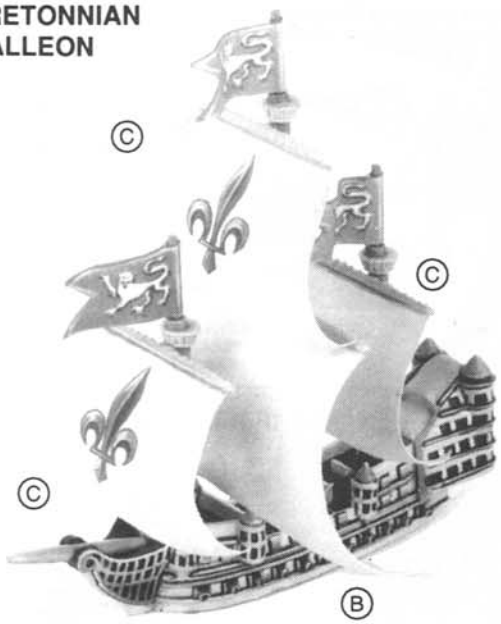
DARK ELF DOOMREAVER

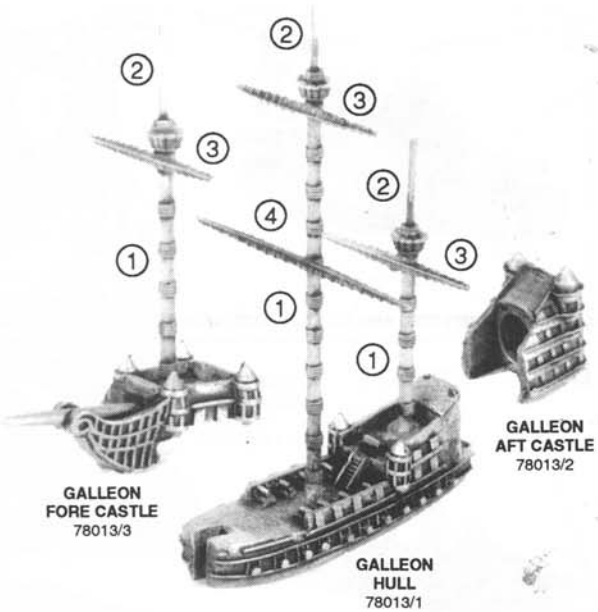
DOOMREAVER
78023

Designed by Michael Perry

BRETONNIAN WARSHIPS

BRETONNIAN GALLEON





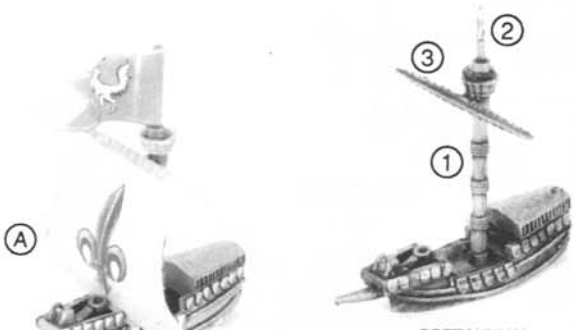
GALLEON FORE CASTLE
78013/3

GALLEON AFT CASTLE
78013/2

GALLEON HULL
78013/1

EXAMPLE OF COMPLETED AND FULLY PAINTED GALLEON

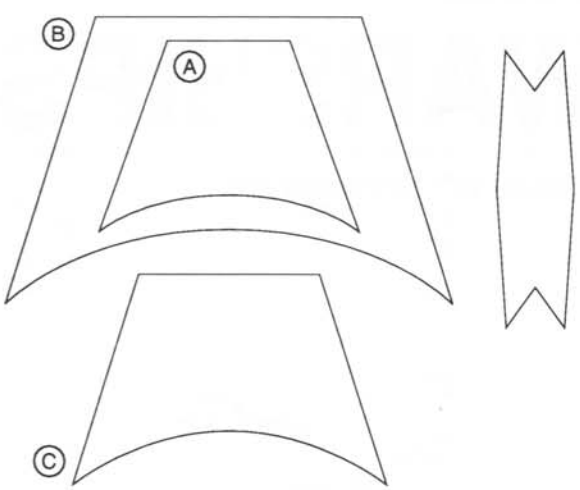
BRETONNIAN BUCCANEER



BRETONNIAN BUCCANEER
78011/5

EXAMPLE OF COMPLETED AND FULLY PAINTED BUCCANEER

NOTE THAT SOME OF THESE SHIPS' MASTS HAVE BEEN SHORTENED TO MAKE THEM THE CORRECT LENGTH FOR EACH TYPE OF SHIP; REFER TO THE MAN O' WAR PAINTING GUIDE FOR MORE DETAILS ON HOW TO DO THIS.



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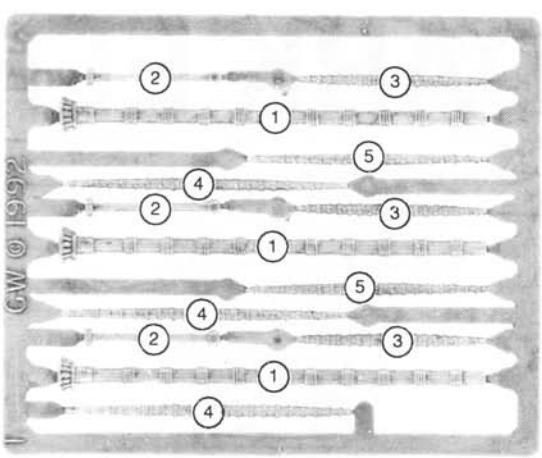

MAN O' WAR PLASTIC MAST SPRUE
MOWPLA/2

THESE MODELS ARE SUPPLIED WITH ONE OR MORE MAST SPRUES WHERE NECESSARY.

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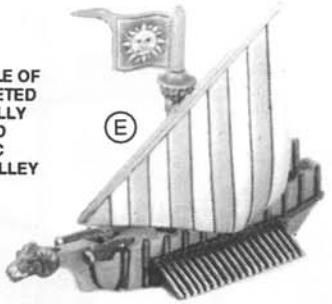
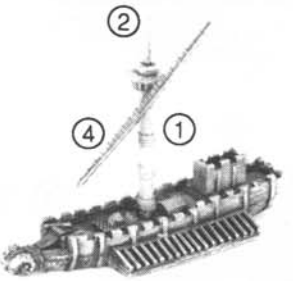
Designed by Norman Swales

EMPIRE WARSHIPS

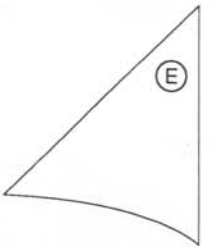
IMPERIAL WARGALLEY

EXAMPLE OF COMPLETED AND FULLY PAINTED PLASTIC WARGALLEY





IMPERIAL WARGALLEY
0412/7



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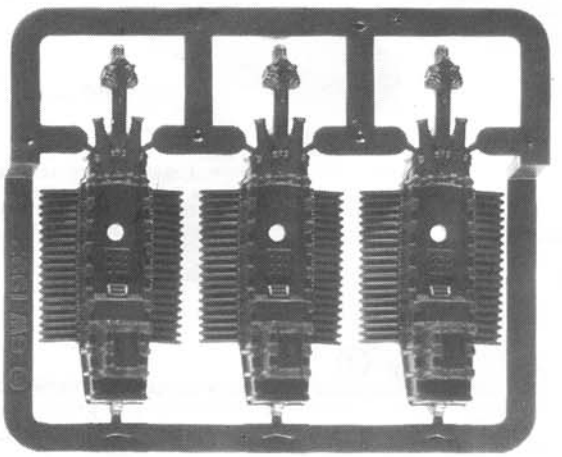
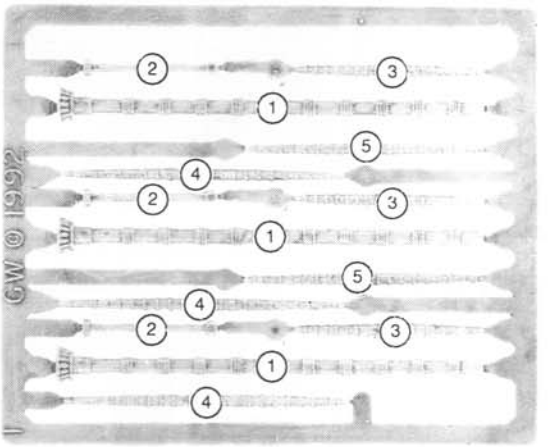
PLASTIC WARGALLEY SPRUE (MOWPLA/1)



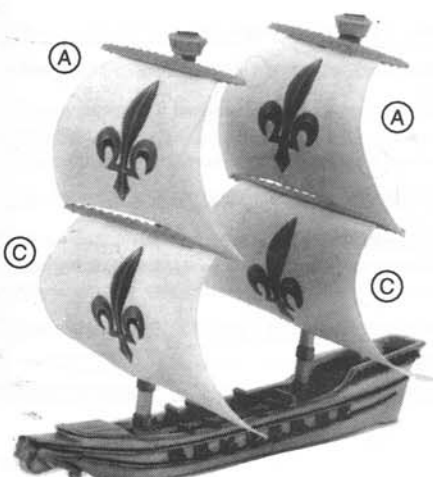


MAN O' WAR PLASTIC MAST SPRUE
MOWPLA/2

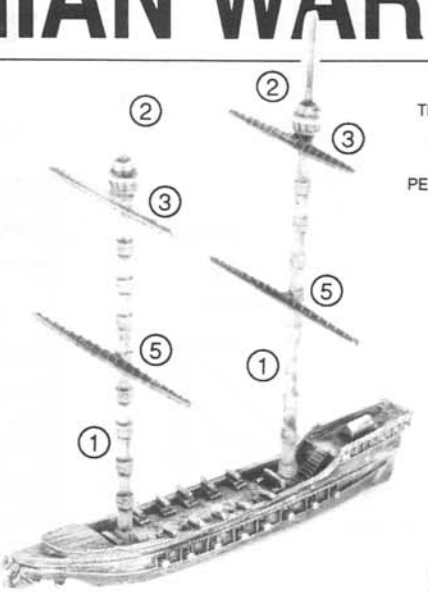
THESE MODELS ARE SUPPLIED WITH ONE OR MORE MAST SPRUES WHERE NECESSARY.

BRETONNIAN WARSHIPS

BRETONNIAN CORSAIR



EXAMPLE OF COMPLETED AND FULLY PAINTED CORSAIR



BRETONNIAN CORSAIR
78012/4

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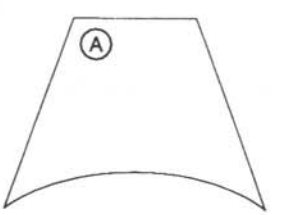
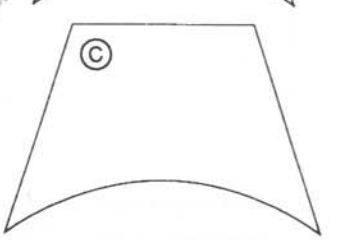




NOTE THAT SOME SHIPS' MASTS HAVE BEEN SHORTENED TO MAKE THEM THE CORRECT LENGTH FOR EACH TYPE OF SHIP; REFER TO THE MAN O' WAR PAINTING GUIDE FOR MORE DETAILS ON HOW TO DO THIS.

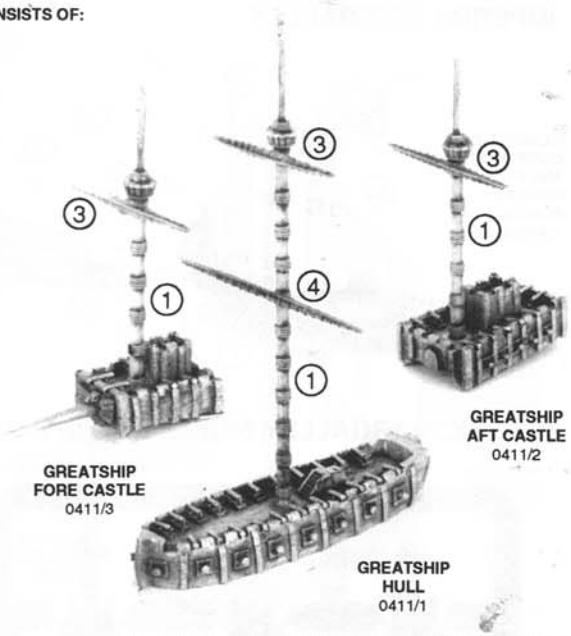
Designed by Norman Swales

EMPIRE WARSHIPS

IMPERIAL GREATSHIP

AN IMPERIAL GREATSHIP CONSISTS OF:
1 x HULL
1 x AFT CASTLE
1 x FORE CASTLE

EXAMPLE OF COMPLETED AND FULLY PAINTED GREATSHIP



GREATSHIP FORE CASTLE
0411/3

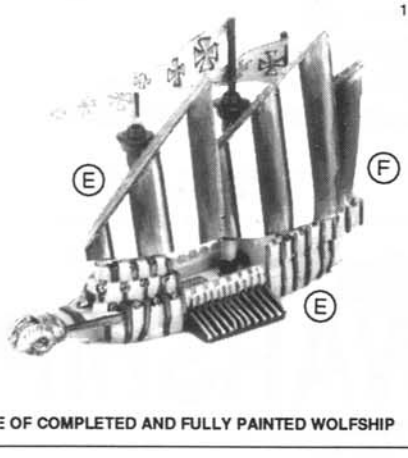
GREATSHIP AFT CASTLE
0411/2

GREATSHIP HULL
0411/1

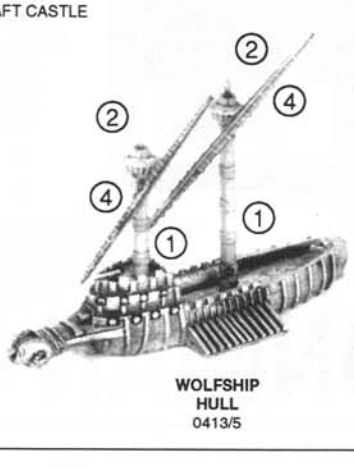
NOTE THAT SOME OF THESE SHIPS' MASTS HAVE BEEN SHORTENED TO MAKE THEM THE CORRECT LENGTH FOR EACH TYPE OF SHIP; REFER TO THE MAN O' WAR PAINTING GUIDE FOR MORE DETAILS ON HOW TO DO THIS.

IMPERIAL WOLFSHIP

AN IMPERIAL WOLFSHIP CONSISTS OF:
1 x HULL
1 x AFT CASTLE

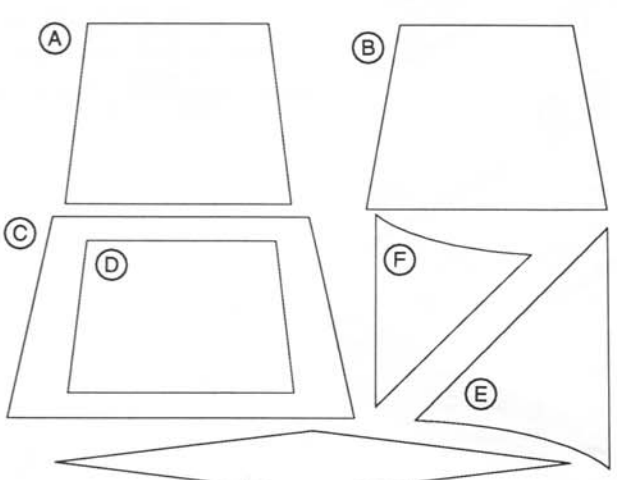


EXAMPLE OF COMPLETED AND FULLY PAINTED WOLFSHIP



WOLFSHIP HULL
0413/5

WOLFSHIP AFT CASTLE
0413/6



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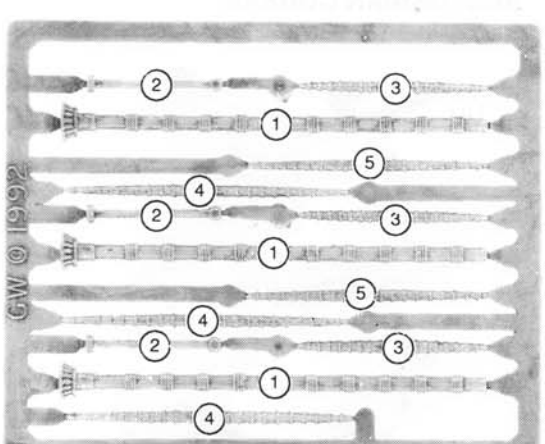

MAN O' WAR PLASTIC MAST SPRUE
MOWPLA/2

THESE MODELS ARE SUPPLIED WITH ONE OR MORE MAST SPRUES WHERE NECESSARY.

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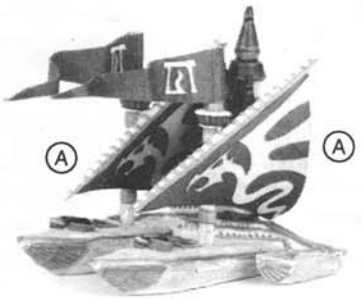
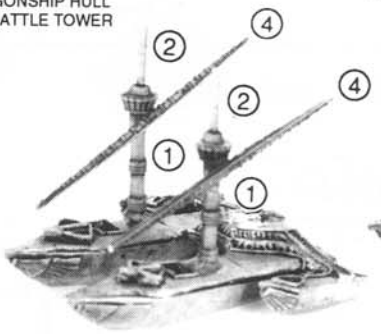
ELF WARSHIPS

ELF DRAGONSHIP



EXAMPLE OF COMPLETED AND FULLY PAINTED ELF DRAGONSHIP

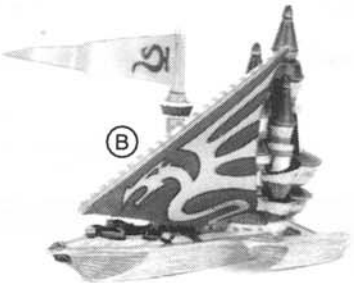
AN ELF DRAGONSHIP CONSISTS OF
1 x DRAGONSHIP HULL
1 x ELF BATTLE TOWER



DRAGONSHIP HULL
78003/1

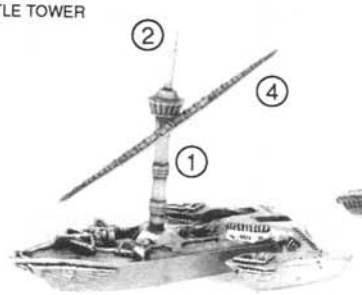
ELF BATTLE TOWER
78001/2

ELF EAGLESHIP



EXAMPLE OF COMPLETED AND FULLY PAINTED ELF EAGLESHIP

AN ELF EAGLESHIP CONSISTS OF
1 x EAGLESHIP HULL
1 x ELF BATTLE TOWER

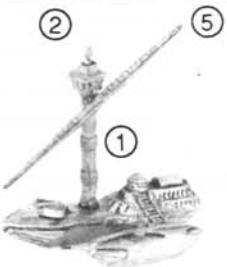


EAGLESHIP HULL
78001/1

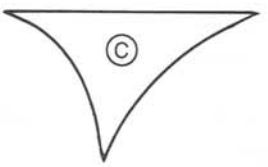
ELF BATTLE TOWER
78001/2

ELF HAWKSHIP

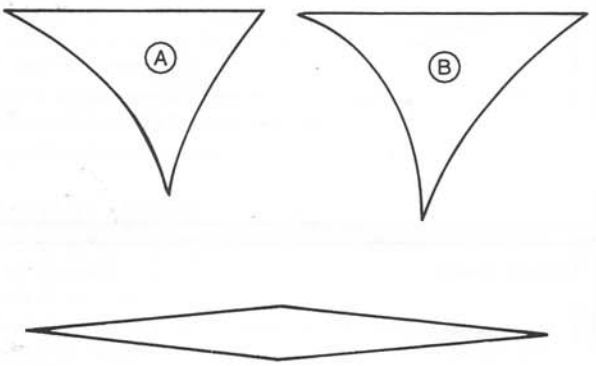
EXAMPLE OF COMPLETED AND FULLY PAINTED ELF HAWKSHIP

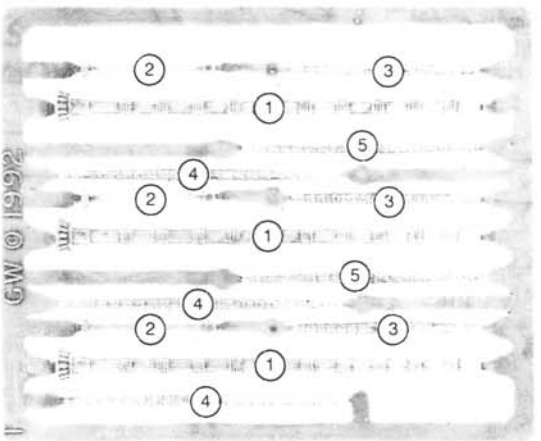


ELF HAWKSHIP
78002/1



MASTS MAY NEED CUTTING TO THE CORRECT LENGTH FOR EACH SHIP. FULL DETAILS INCLUDED ON THE SAILS SHEET IN EACH BOX SET.





MAN O' WAR PLASTIC MAST SPRUE MOW PLA/2

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THESE MODELS ARE SUPPLIED WITH ONE OR MORE MAST SPRUES WHERE NECESSARY

Designed by Norman Swales

FLYERS AND SEA MONSTERS

FLEET:	

AIRCRAFT & FLYING CREATURES

Squadron 1: Type: Points Value: 1: 2: 3:	Notes
Squadron 1: Type: Points Value: 1: 2: 3:	Notes
Squadron 1: Type: Points Value: 1: 2: 3:	Notes

SEA MONSTERS

Sea Monster: Points Value:
Sea Monster: Points Value:
Sea Monster: Points Value:

ALLIES

Points Value:	Points Value:
Points Value:	Points Value:
Points Value:	Points Value:

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MAN O'WAR™

TURN SEQUENCE

1. INITIATIVE PHASE
2. MAGIC PHASE
3. BATTLE PHASE
4. END PHASE

INITIATIVE PHASE

Both players roll a dice. The highest score has the initiative this turn.

If both players roll the same number, the wind direction changes. Re-roll to determine who has the initiative.

Changing The Wind: The wind changes clockwise one position on an even double, anticlockwise on an odd double.

MAGIC PHASE

The player with the initiative may attempt to cast one spell and, if it works, his opponent may attempt to dispel it.

The second player may then attempt to cast one spell, and the first player attempt to dispel it.

WIZARDS

You may choose which College of Magic your Wizard belongs to, either: Bright, Jade, Amethyst, Gold, Amber, Celestial, Light or Grey.

Mastery Level	Points Cost	Magic Cards	Battle Honours
Wizard Champion	50	2	1
Master Wizard	100	4	2
Wizard Lord	150	6	3

CASTING SPELLS

To cast a spell, roll a dice; a score equal to or above the spell's casting number is required. If you have a Wizard Lord, you may add a +1 to your casting roll.

If the spell is of the same College as your Wizard, you may re-roll the dice if you fail to cast the spell first time.

Once a spell has been cast, discard it, whether successful or not.

DISPELLING MAGIC

You may attempt to dispel an enemy spell if any one of your spell cards is an opposing colour to it (indicated by the coloured bar at the bottom of your Magic Card).

To successfully dispel the enemy spell, you must score equal to or over the casting number on your card. If you have a Wizard Lord, you may add +1 to your dispel roll.

If the incoming spell is of the same colour as your Wizard, you may re-roll the dice if the first dispel attempt fails.

Once a Magic Card has been used to try and dispel an enemy spell it is discarded, whether or not the attempt was successful.

BATTLE PHASE

The player with the initiative chooses one of his squadrons, or a Man O' War, or an Independent vessel, and then moves and fights with it.

The second player then does the same. This continues until all the models on the table have moved and fought.

A ship may make the following actions, completed in order, before moving onto the next vessel.

1. MOVEMENT
2. COMBAT AND DAMAGE
3. RAMMING AND BOARDING ACTIONS

MOVEMENT

Each ship has one or more movement rates – given in inches – on its template. Before moving a ship, declare which method of propulsion it is using, usually oars or sail.

The Turning Template: The turning template is used when turning a ship, whether it is moving under oars or sail. Full instructions for using the turning template are printed on it.

As a ship turns it moves 2" along the turning template. A ship can make as many turns as you like, up to the limits of its movement rate. For example, a ship with a move of 6" may make 3 turns.

Once a ship has made a move, it is committed. You may not change your mind or reposition it to avoid colliding with something or running aground.

Moving Under Sail: Most ships have two movement rates under sail, one of which is printed in brackets. The number in brackets is used if the ship starts its turn with the wind behind it.

If a ship turns to sail into the wind, it stops moving immediately and forfeits the rest of its move. If a ship starts its turn facing into the wind, it may make a single turn so that it is no longer facing into the wind, ready to move normally next turn.

Moving Under Oars: Most ships have two movement rates under oars, one of which is printed in brackets. The number in brackets is used if the ship moves in a straight line and doesn't make any turns.

When moving under oars, a ship can either use the turning template to turn, or turn on the spot. If turning on the spot, a turn of 90° or less takes half a ship's move, while a turn of between 90° and 180° takes up all of its move.

Backing Water: Some ships may make a backward move instead of making a normal move, as indicated on the Fleet List.

Ramming: Some ships have rams and may make a ram attack. Ships that are able to do this, and the details of their attack, are listed on the Fleet List.

To ram an enemy vessel, a ship simply moves so that its bow is in contact with its target. The rammer's oars must be intact, and at least the last 3" of its move must have been in a straight line. The victim must make a below the waterline save to avoid damage.

Obstructions: If a ship touches any type of terrain feature, it has run aground and must roll on the following table.

Roll	Damage
1-2	3 points of below the waterline damage.
3-4	2 points of below the waterline damage.
5-6	1 point of below the waterline damage.

To free a ship that starts its turn aground, roll a dice. If you roll a 4 or more the ship may move off the obstruction safely. If you roll a 1, 2 or 3, the ship remains stuck and you must roll again next turn.

Collisions: If your ship hits another ship it forfeits the rest of its movement that turn. The ships are left touching each other and you may now make a boarding action against the enemy vessel.

Pushing Clear: If a ship starts its turn with its bows touching another ship, it may use half of its movement rate to push clear. Turn the prow of the ship so that it lies along the side of the other ship and its path is clear. The ship may now take the remaining half of its move.

COMBAT AND DAMAGE

Once a ship has moved, it may fire. It may fire each battery of guns once per turn.

Firing Your Cannons: Most weapons in Man O' War have a 9" range and use the standard range ruler. Unless stated otherwise, a ship's cannons are fixed in place and cannot swivel – they shoot straight out from the ship.

To fire at an enemy ship, use the following procedure.

1. **Nominate your target.**
2. **Check it is within range and line of sight.**
3. **Declare whether you are aiming high or low.**
4. **Open fire.**
5. **If you hit, the enemy must make a saving throw.**
6. **Apply any damage done, rolling for critical hits if necessary.**

Checking Range and Line of Sight: Lay down the range ruler so that the Close Range end is touching your ship, and it lies in the direction your cannons fire (your Fleet List shows you this information). If the range ruler touches any part of your target, it is within range.

Cannons can only hit the first thing that lies under the range ruler, even if only partially. If one of your own vessels, a sandbank, or other object is closer than your intended target, you will hit that instead if you decide to open fire. Once you have checked to see whether the enemy is within range and line of sight, you may decide not to fire after all.

Aiming High Or Low: Some of the larger ships, such as Men O' War, are divided into high and low areas. If the enemy ship's template is set-up in this way, declare whether you are aiming high or low before you open fire.

Opening Fire: Your Fleet List shows how many gun batteries your ship fires in each direction. When you open fire, roll that many dice. The number or numbers rolled show which locations of the enemy ship you have hit. If the enemy ship does not have a number on its template that matches the number you rolled, the shot missed. In any case, an unmodified roll of 1 always misses.

Saving Throws: Once you have determined which locations on the enemy ship you have hit, your opponent makes a saving roll. The basic saving roll for each location is printed on the ship's template. Your opponent must add any modifiers for range to his roll to determine his final total.

Range	Modifier
Close	-1
Medium	0
Long	+1

If your opponent's total is equal to or over the saving roll, the shot has no effect. If it is less than the saving roll, the location has been damaged.

When a location is hit and fails its saving throw, it is usually destroyed. Place a damage marker on that location to indicate this. Some locations can take more than one hit, as indicated by the number of light coloured squares on the template. They are not destroyed until all the squares on that location have been filled with a damage marker. The effects of destroying a location are printed on the template.

Critical Hits: Once a location has been destroyed, any further damage causes a critical hit. Roll a dice and consult the critical hit table which is on the small card sheet in the Man O' War game.

Below the Waterline Hits: The below the waterline location on a ship's template can usually only be damaged by a ram or as a result of a critical hit. Once all the below the waterline hits of a ship are gone, the ship sinks and is removed from play.

On the turn that a ship sinks, place a wreckage marker where the model was on the table. If the Wizard and Admiral were onboard they may cling to the wreckage.

BOARDING ACTIONS

Once a ship is in contact with an enemy vessel, and you have resolved any shooting and ramming, its crew may attempt to board and capture your opponent's ship.

Roll a dice and add the number of crew counters on your ship. Your opponent does the same, adding +1 to his roll for every cannon he can bring to bear in defence. The player with the lowest total loses 1 crew counter.

If you won, you may carry on attacking, repeating the above procedure, and so on. If you lost, or the result is a draw, your opponent chooses whether he wishes to stop the boarding action and 'breaks off', or whether he wishes to take the initiative and attack you. If he attacks you, you are now the defender and may add any cannons you have in defence to your dice roll.

Once a ship has lost all its crew counters, it has lost the boarding action. The winner may leave it empty or capture it. To capture a ship, the victor must place a spare crew counter from his ship on the enemy ship's template and place it next to his own templates.

Captured Ships: Captured ships may be scuttled during the End Phase. If it is kept afloat, a captured ship may not be moved or fire its guns, though it can repel boarders if attacked. At the end of the game a captured ship counts towards the Battle Honours of the player who captured it.

Crew Limits: A ship may never have more crew counters on its template than the number indicated on it.

THE END PHASE

During the End Phase proceed in the following order:

Pick up Survivors: Characters (such as Admirals and Wizards) who are clinging to wreckage, may be rescued if one of your ships is touching the wreckage.

Remove Debris: Any debris markers on the table are removed. Any characters clinging to the debris are drowned.

Any wreckage markers are now swapped for debris markers.

Fires Spreading: Roll on the Blaze Spreading Table (on the small card sheet from the Man O' War game) for any of your ship locations that are ablaze. If a blaze goes out, remove the blaze counter and replace it with a damage marker.

Move Stragglers: Any stragglers are moved now in an attempt to reunite them with the rest of their squadron.

Scuttle Ships: If you decide to scuttle a ship you have captured, remove the model from the table and replace it with a wreckage marker. Any crew onboard are lost unless there is a friendly ship touching the scuttled vessel on which they can be placed, if there is room.

Remove Counters: Remove all 'no movement' and 'no firing' counters from the table.

Pick up Magic Cards: If your Wizard is still alive, and is not in the water, you may discard any Magic Cards you do not want, and then replenish your hand back up to its maximum.

Decide Victory: If the game is over, total up the Battle Honours value of any enemy ships sunk or captured and for any dead characters to determine who has won.

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MAN O'WAR™

AIRCRAFT, FLYING CREATURES AND SEA MONSTERS

Aircraft, flying creatures and sea monsters fit into the normal Man O' War turn sequence and are selected to be moved, make their attack, etc., just as if they were ships. This sheet should be used in conjunction with the Man O' War quick reference sheet on the previous page, and provides a summary of the additional rules you'll need if you use aircraft, flying creatures and sea monsters in your games of Man O' War.

This sheet also summarises the pre-game set-up rules from the Man O' War rulebook, as some of the rules in this volume slightly modify the way that this works.

SETTING UP

Both players decide how many points that they have available to buy their fleets.

Each player then buys his fleet using the rules in the *Fleets* section of the Man O' War rulebook, the Plague Fleet rulebook, or the Sea of Blood rulebook.

SETTING UP THE TABLE

If you plan to play a scenario from one of the rulebooks, follow the rules there for setting up the terrain and deploying the fleets.

If you are not playing a scenario, divide the area up into 2 ' x 2' sections and roll a dice for each section to determine how many terrain features it contains.

Roll	Number of Terrain Features
1-2	None
3-4	One Terrain Feature
5	Two Terrain Features
6	Three Terrain Features

Each player rolls a dice. Taking it in turns – starting with the player with the highest roll – each player takes a piece of terrain and places it on the table.

DEPLOYING THE FLEETS

Decide which edge of the table is North and roll a dice. If the result is even, the wind is blowing towards the North; if the result is odd, the wind is blowing towards the South. Place the Wind Compass so that it is pointing in the direction the wind is blowing.

Each player rolls a dice. The player with the highest score may choose to set up on the East or West side of the table.

Sea Monsters: Taking it in turns – starting with the player with the highest roll – each player takes one of his Sea Monster templates (if he has any) and places it on the table.

A Sea Monster template may be placed anywhere on the table, face-down, with the arrow pointing towards its owner's table edge.

Once all of the Sea Monsters have been placed, each player takes it in turns – again starting with the player with the highest roll – to place one of his Men O' War, Independents, squadrons of Ships of the Line or Flyer squadrons on the table. Each must start within 9" of his table edge, and be no closer than 9" to the North or South table edge.

Changing The Wind: The wind changes clockwise one position on an even double, anticlockwise on an odd double.

AIRCRAFT AND FLYING CREATURES

For clarity's sake, we use the term 'Flyer' to refer to both aircraft and flying creatures in the following section. Similarly, we use the term 'wound' to refer to structural damage to aircraft and wounds to flying creatures.

USING FLYERS

Flyers are chosen to move and fire in the Battle Phase just as if they were ships, completing all their actions before play passes to the other player.

Flyers that are organised in squadrons must stay with 6" of each other to be in formation. If any member of the squadron is destroyed, the other Flyers must 'bunch up' and regain formation. Any Flyer not in formation at the end of a turn is a straggler and functions just as if it were a straggling ship until it regains formation – it may not attack, moves in the End Phase, and may only defend itself if attacked.

A Flyer may make the following actions, completed in order, before moving on.

1. MOVEMENT
2. SPECIAL ATTACK
3. BOARDING ACTIONS (AND CLOSE COMBAT)

MOVEMENT

Each Flyer has a movement rate on its template. A Flyer may move up to its movement rate in inches per turn. A Flyer may turn as many times as you wish, through any angle, without losing any of its movement. Flyers do not use the turning template when moving. Unless stated otherwise, Flyers can fly over any obstacles and are not affected by the wind. Once a Flyer has made a move, it is committed. You may not change your mind or reposition it.

Defensive Fire: When a Flyer first approaches its target, its target is allowed to make a single defensive attack, resolved immediately. It is made as soon as the Flyer moves into contact with the target and declares it is about to attack.

Determine how many crew counters the target has and roll that many dice.

Compare the result with the Flyer's profile. The Flyer must make a saving roll, if it has one, for each dice that has hit. Each dice that isn't saved causes 1 wound.

If the Flyer survives it may now make its special attack.

Using defensive fire doesn't prevent a ship from doing anything else. It is the only way a ship may fire at a Flyer without using special anti-Flyer weapons.

SPECIAL ATTACK

Once a Flyer has braved the hail of defensive fire, it may make its special attack. Each type of Flyer makes a different sort of special attack, the details of which are given in its description and summarised on its template. A Flyer's special attack is its equivalent of a ship's cannon fire.

BOARDING ACTIONS

Once a Flyer is in contact with an enemy vessel, and has made its special attack, it may attempt to attack the enemy crew in its equivalent of a boarding action.

Roll a dice and add the number of wounds the Flyer currently has. Your opponent rolls a dice, adding the number of crew counters he currently has aboard the target ship. He gets no bonus for firing grapeshot from his cannon as they cannot be used against Flyers.

The player with the highest total wins. The loser takes one wound or loses one crew counter, depending on whether it is the ship or the Flyer. If the result is a draw, the Flyer takes one wound and the ship loses one crew counter.

If the target ship wins or draws a round of combat, it may either go on the offensive and attack the Flyer, or it may drive the Flyer off and end the boarding action. If your opponent decides to break off the attack, move the Flyer 1" away from the ship.

The boarding action continues until either the Flyer is dead, all the ship's crew are dead, or the Flyer is driven off.

SEA MONSTERS

Although sea monsters are bought as part of your fleet, there is no guarantee that they will fight for you. At the start of the game, they are in their lairs and must be summoned to do battle.

At any point during your Battle Phase, rather than moving a ship, squadron or Flyer, you may attempt to summon any one of your sea monsters.

SUMMONING SEA MONSTERS

Nominate the sea monster you wish to summon and roll a dice. If you have a spellcaster in your fleet you may add his spell casting bonus to the result. If the final total is 4 or more you have successfully summoned the sea monster.

If you fail to summon the sea monster, its template remains on the playing area and play passes to your opponent.

If the attempt to summon the sea monster was successful, it may be placed anywhere on the playing area that is covered by its template. Place the template by the side of the table – it is now used to keep track of any damage the sea monster takes.

Once placed on the table, a sea monster is treated as an Independent vessel in your fleet.

A sea monster may make the following actions, completed in order, before moving on.

1. MOVEMENT
2. SPECIAL ATTACK
3. BOARDING ACTIONS

MOVEMENT

Each sea monster has a movement rate on its template, given in 'Dice Inches'. At the start of a sea monster's turn, roll the indicated number of dice and add up the scores to,see how far it can move this turn. Sea monsters do not use the turning template when moving, and can change facing as often as you like.

If you get a double when rolling for a sea monster's movement, look up the double on the following table:

Double	Sea Monster's Reaction
1	The sea monster returns to its lair. Remove it from play.
2	The sea monster becomes frenzied. It moves full speed towards the nearest friendly vessel and, if it reaches it, attacks it.
3-5	The sea monster may be used as normal.
6	The sea monster may move twice or attack twice this turn.

If a sea monster returns to its lair, your opponent places its template on the table at least 2" from any ship. During the next turn, you may attempt to re-summon it as usual. For each turn the sea monster remains in its lair, you may remove 1 wound counter from its template.

Diving: At the start of a sea monster's move you may declare that it has dived just below the surface. Place a submerged counter next to the model. While underwater, the sea monster is immune to all attacks, but must head directly towards its target and attempt to touch it. However, a sea monster cannot dive and attack in the same turn, so cannot attack the target if it reaches it until next turn.

The sea monster must surface at the start of its next turn. It may then make a normal move and attack. It may dive again the following turn.

SPECIAL ATTACK

Each type of sea monster makes a different sort of special attack, the details of which are given in its description and summarised on its template. A sea monster's special attack is its equivalent of a ship's cannon fire.

A sea monster may attack any vessel it is contact with, whether the target is on the surface or under the water.

Flyers may only be attacked if they come down to sea level to make an attack. The sea monster may then make a defensive attack just like a ship, with as many dice as it has wounds.

BOARDING ACTIONS

Once a sea monster is in contact with an enemy vessel, and has made its special attack, it may attempt to attack the enemy crew in its equivalent of a boarding action.

Roll a dice and add the number of wounds the sea monster currently has. Your opponent rolls a dice, adding the number of crew counters he currently has aboard the target ship. He gets the bonus for firing grapeshot if he can bring his cannon to bear.

The player with the highest total wins. The loser takes one wound or loses one crew counter, depending on whether it is the ship or the sea monster. If the result is a draw, the sea monster takes one wound and the ship loses one crew counter.

The victor may now either go on the offensive, or it may drive its opponent off and end the boarding action. If the victor breaks off the attack, move his enemy 1" away from him.

The boarding action continues until the sea monster is dead, all the ship's crew is dead, or one of the combatants is driven off.

DAMAGE

If a sea monster fails its saving throw it takes one wound. Sea monsters never take critical hits and are never set on fire. Any spell or weapon that sets a ship ablaze or inflicts below the waterline damage cause that many wounds instead. Spells that affect crew have no effect on sea monsters.

A sea monster that is wounded by an attack from a Flyer will dive for a turn – place a submerged counter next to the model.

A sea monster that is rammed gets the saving throw shown on its template. If it fails, it takes the same number of wounds as it would have taken below the waterline hits.

Wounds can be healed by spells that heal crew or repair damage, or by allowing the sea monster to remain in its lair when it decides to return there.

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